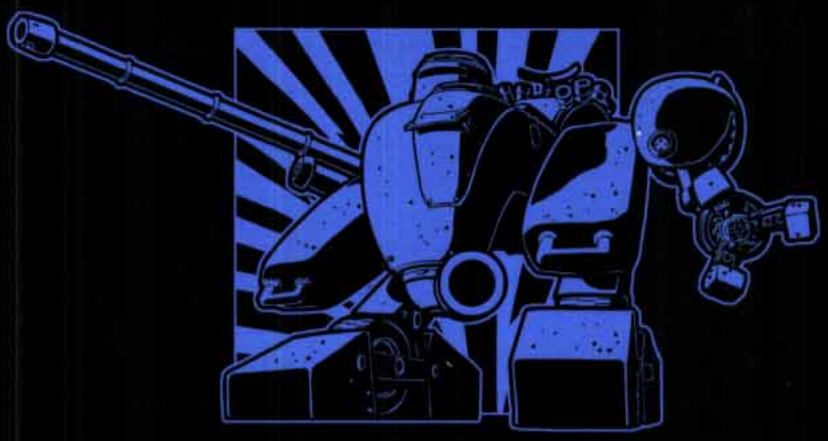
GEAR KRIEG

ALLIES SOURCEBOOK



DREAM POD 9

If you're going through hell, keep going.

— Sir Winston Churchill

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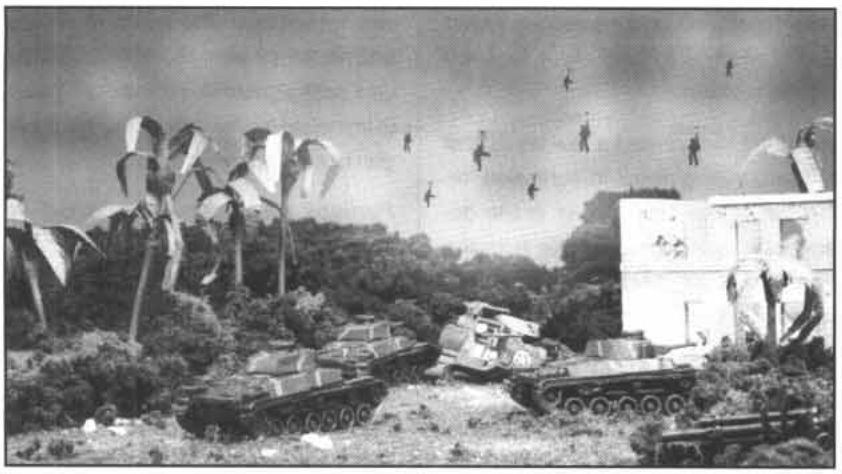
Chapter One: Introduction

The United States, the Commonwealth, the Soviet Union — the Allies. Very different countries, united in the crucible of war to defend the Free World against the growing darkness of Fascism. Throw against their will in a maelstrom of conflict, they are Freedom's last defenders.



INFORMATION EXCHANGE

The American landing fleet had emerged out of the Pacific mists early in the dawn, with the rising sun at its back. Chu-i Amuro Yamashiro appreciated the symbolism. There was a poem in there somewhere, he was sure, but school and his fellow students were thousands of miles away, and the luxury to indulge in artistic pursuits even farther. He still carried pencil and notebook, but his life and livelihood depended on his using those tools for work other than verse.

Throughout the day, he and the other officers in the command post had looked down from the island's summit, watching the American landing ships under the noonday sun as they battled through the waves, gunfire and minefields to disgorge thousands of Marines onto the killing fields of the beach. The sun now descended, its light bathing Yamashiro's back in a red glow, and the Americans remained halted on the beach, their reinforcements stymied by the unsilenced shore batteries.

We can hold them off indefinitely, Yamashiro thought, *or at least until Admiral Ito's battlegroup arrives. They will have to withdraw then.* He smiled at the thought. With the threat of attack removed, he could transfer to one of Ito's ships and find his way back to Japan. He ran his thumb over the spine of his worn cardboard-covered notebook; so long as he did not run out of things to write on those pages, the high command would find him far too useful to be a mere receptacle for enemy bullets. So far, his previous notebooks had been met with much excitement by Japanese scientists, or at least as much excitement as those half-imprisoned, overworked unfortunates could muster.

An odd movement drew his eye back to the view below. The American cruisers had refrained from shelling from long range, knowing the danger to their own troops. Yet now, Yamashiro saw with wonder that one of the Japanese bunkers high up on the beach was afire, its gunports belching smoke. He watched the scene carefully, disdaining the binoculars the other officers used.

From one of the American ships, a shell arced high into the sky, lit red by a tracer charge. The shell traced a high parabola, and it appeared that it was destined to land somewhere within the American lines. Instead, partway through its descent, the shell suddenly changed direction, visibly wobbled, and then streaked down through the roof of another Japanese bunker.

Yamashiro turned from the distant explosion and opened his notebook to a clean page. He wrote as he walked toward the group of officers near the radio sets. Despite his quick pace, his calligraphy remained neat and aligned.

Tai-sa Kimura looked up from his binoculars when Yamashiro came near. Yamashiro bowed a quick, barely acceptable greeting, then picked up a pair of binoculars. He was fairly sure he knew what he was looking for. As he scanned the American lines, he heard a dull, rapid thudding in the jungle behind him; intent on his task, he ignored it. Just as he heard Kimura inhale to express his impatience, Yamashiro saw his target.

"There," he said, pointing down to the beach. "That walker out in front, with the big dish antenna. Destroy it, and any others like it, and the shelling will end."

Kimura's mouth shut with a snap. He nodded at Yamashiro with what appeared to be approval, and then turned to give directions to the radio operators.

Yamashiro sketched a quick drawing of the American control walker; soon, all Japanese soldiers would know how to identify these vehicles and single them out for destruction.

The thudding grew louder. It was definitely coming from the jungle. Other men had noticed it, and some sentries jogged out toward the back of the mountain to investigate. The dull rhythm became a roar. The sentries turned back to the command center, shouting frantically.

With the setting sun at their back, half a dozen helodynes burst up over the rim of the summit, their rotors whipping up

dust and sand. Suspended from each craft was a metal framework with rudimentary seats, carrying dozens of American paratroops.

Yamashiro had been sure the command post was secure from the rear; even if most of the island's air support was fighting on the beachhead, the antiaircraft defenses were still formidable, and the multitude of treetop-level wires should have dealt with low-altitude approaches such as this one.

"How did they avoid the wires?" Kimura shouted accusingly. Yamashiro shook his head. Kimura made a disgusted sound and started shouting orders to the few infantrymen manning the post

The post's two Type 42 walkers started up and lumbered toward the approaching force. One ran ahead, its pilots perhaps too eager for combat after weeks of guard duty. From one of the helodynes, an American with an oddly bulky rocket launcher fired at the oncoming walker.

The rocket impacted into the ground more than ten feet from the walker. Yamashiro did not have time to feel satisfaction; from the impact point came a gout of white-hot flaming liquid. The fiery spray ignited trees, clothing, the ground itself. Men fled screaming from the blast zone, their flesh charring as they ran. The walker's open deck was spattered with gobbets of fire. The machine's legs convulsed wildly in grotesque parody of the motions of its crew.

The other Type 42 clanked up next to Yamashiro and got off a single shot. One of the noisy American aircraft crumpled to earth, its main rotor shattered. Not waiting for the inevitable retaliation, Yamashiro ran headlong back toward the command tents. Sure enough, another rocket streaked from one of the other helodynes, and the second walker was engulfed in fire. Heat washed across his back.

He found Kimura and a few squads of soldiers milling about in confusion, firing ineffectually into the air at the descending helodynes. Smoke from the spreading fires choked the air and obscured vision

"It's some kind of sticky gasoline," he shouted, shielding his face from the heat. "We must engage them in close combat if we do not want to be cooked where we stand."

Bullets whizzed past him. They struck the tent, not the ground. The American soldiers must have dismounted. Kimura, wild-eyed and trembling, focused on Yamashiro and nodded shakily. He gathered himself, drew his sword, and ran screaming into the smoke, followed by most of his troops.

Yamashiro ran in the opposite direction; he knew that when Kimura had dealt with the Americans, the problem of the guided shells would remain. He ran past the radio tent, looking for a radio operator. As he came out the other side of the tent cluster, he froze.

Coming up over the edge of the summit was another group of about twenty helodynes, but these were something Yamashiro had not seen before. These helodynes were one-man backpacks, hardly larger than a schoolboy's desk. Hanging from each man's belt was what appeared to be a pair of large garden shears. As he dived for cover, Yamashiro made a mental note to recommend that anti-helodyne wires should be made thicker, and booby-trapped if possible.

The flying men began to pick off Japanese stragglers emerging from the dense smoke around the command center. Yamashiro looked around. There was no escape. The howls of Kimura and his troops were drowned in gunfire, and sticky-gasoline rockets continued to immolate the few remaining machine-gun nests and vehicles.

Perhaps surrender is an option, he thought. He'd been taught that it wasn't, of course, but new developments sometimes required modifications even to basic axioms. He stood, raised his arms, and then thought to draw his pistol to cast it aside.

Something snapped his head back. His vision arced up, up, through the sky, finally settling on a view of the sun ascending into the horizon above it. Then everything went black, even the setting sun.

* * *

Charlie Ansible holstered his machine pistol and gently brought his buzzing helopack down to a soft landing. The fighting around the command tents was dying down. That last guy he'd shot had been the last of them, then. He'd looked to be surrendering, but then he'd drawn his gun; it seemed that old Japanese habits died hard.

Unbelted from the one-man helicopter, Ansible walked over to the Japanese officer's body. At least it had been a clean shot; Ansible hated to see men suffer, and he wasn't exactly along on this trip for his marksmanship. Greiner, one of his squadmates, came up behind him and whacked him on the back.

"Hot damn, looks like that binary-whatsit fire-bomb idea of yours works," Greiner said, smirking. "Another pay grade for you, I bet."

Ansible started to answer, then something caught his eye. Brow furrowed, he leaned down and gently pulled a stained and battered notebook from the Japa-

nese officer's pocket. He flipped through it, fast at first, then slowing to inspect each page. His eyes widened.

"Whatcha got there, Charlie? Girlie pics?" Greiner leaned over to look at the pages full of sketches and neat columns of Japanese glyphs. "You can read that, college boy?" he said, with mixed contempt and awe.

Ansible nodded absently. "Yeah, some. I read some poetry from a Nisei professor back home. Comes in handy."

Greiner snorted. "Well, you got use for what you got use for, I guess. Me, one language is plenty, you know? Hey, the beaters are loading up; we should get going to clear a patch for 'em."

Ansible glanced up from the book and gave Greiner a quick nod.

Ansible came to the last page that had writing on it. There was a sketch of a remote-guidance walker there. Ansible squinted at the Japanese text.

"Hmm," he mused. "Well, that's a darn good point."

Ansible unsnapped a flap on his beltpouch and withdrew a two-inch-long stump of a pencil and a small leather-bound notebook with well-thumbed corners. He flipped to a point halfway through, and on a blank page, hastily scrawled two quick notes in a spidery, barely-legible jitter.

1) Camouflage the guidance vehicles for the radio-controlled shells, or find a more discrete way to emit guidance signals;

2) Stop carrying this book into combat.

Stuffing both notebooks back into his pocket, Ansible gave one last thoughtful look to the dead Japanese, and then turned to follow Greiner back to the waiting helopacks.

THE FORCES OF THE ALLIES

The main focus of this book are the armed forces of the main Allied nations of World War Two: the United States, the British Commonwealth and Soviet Russia. The book contains new rules, equipment and Tables of Organization and Equipment (TOE) specific to the Allies forces of the era. Further, it will give insight into the character, humor and morality of the men and women who served in its ranks, through histories of notable figures and specific units.

BOOK OVERVIEW

The book is divided into three broad parts, each one covering a specific nation. Each chapter is further divided into sections. The first one covers the operational history of the nation's army, from its inception up until the middle years of the conflict. Each theatre of the war is described, detailing the major operations and events that shaped the conflict in that region.

The second section provides information on the various service arms. Each is broadly introduced, followed (if space allow) by short biographies of notable figures within the organization. Each service arm is then broken down into board unit types, i.e. armor, infantry etc. A description of its operational role is followed up by a brief history of representational units. The next area provides detailed units TOE for the time periods covered.

The fifth chapter contains descriptions and histories of the superscience weapons developed and deployed by the Allies up until the mid-point of the conflict. Covering development history and deployment, it also contains biographies on the key scientific personnel responsible for their creation.

The appendices cover all the game-related material specific to the Allies forces, including all the new rules, Perks, Flaws and vehicle characteristics introduced in this book. The appendix also contains six scenarios involving engagements fought by the various armies, while the last appendix provides datacards for vehicles deployed by the Allies.

Chapter Two: United States of America

While joining the war late, the American forces were vital to victory in both hemispheres of the global conflict. Supported by a mighty industrial base, the U.S. soldiers were sent into battle in huge numbers. With the home front safely out of reach of hostile powers and able to forge new supplies constantly, any damaged fighting unit was soon back to full strength.

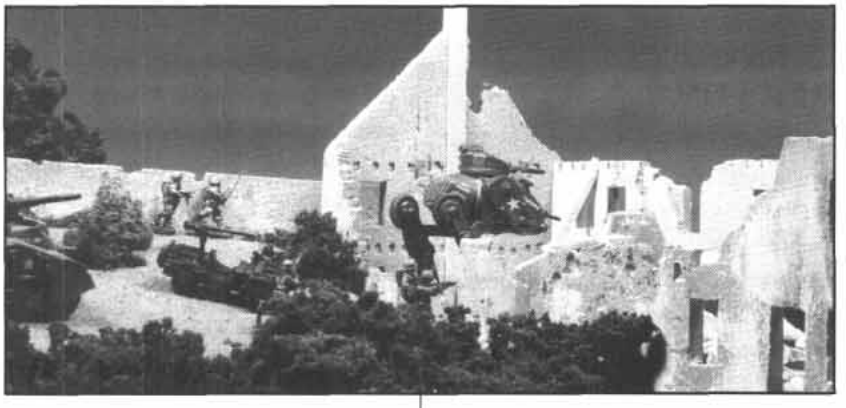
At first, the American forces were not heavy users of leading technology; German tanks and automatic weapons gave an edge to the Axis (when they were available). While lagging behind at first, the U.S. forces enjoyed a better flow of supplies that compensated for their relative unsophistication. At first slow to adopt new technology, the Americans were quick to realize the importance of improving their weapons; pushed into rapidly adopting or inventing new equipment, the United States would continue this rate of development throughout the conflict and beyond.

Motivation-wise, the American forces were different from those of other nations. The homes and families of the fighting men were not being bombed, and no enemy tank was driving down Main Street, U.S.A. While reluctant to enter the conflict, the United States remained committed to the ideals of freedom.

FORCES OF LIBERTY

After World War One, a belief persisted that the major European powers had exhausted their strength for years to come. Based on this perception, the United States reduced their army from nearly four millions in 1918 to around 750,000. This process was carefully planned to avoid destabilizing the American economy and deal with lingering overseas commitments.

Having rejected the treaty of Versailles, the United States was, on paper, still at war with Germany until early 1921. Therefore garrisons where maintained overseas in select regions of Germany. Further European commitments came as expeditions sent to help keep revolutionary Russia stabilized. The Siberian expedition was involved in rescuing Czech troops and trying to limit Japan's expansionist movements. The last U.S. Army force abroad was the thousand-man force in Tientsin, China, which was recalled in 1938. Meanwhile, U.S. Marines continued to serve in small detachments across the world as foreign garrisons.



STRATEGIC REVISIONS (1920-1930)

Following the demobilization, major revisions changed the United States military. Each of these revisions struggled with how much an armed force to maintain, how to train them, how to equip them without maintaining excessive stockpiles, and new ideas in dividing responsibilities. These where all aimed at how to better protect Americans if a war should ever develop in the future. The general theme of these revisions was on defending the United States. Other influences included changes on the home front such as the increasing availability of automobiles and electricity.

In June 1920, Congress put into practice a revised National Defense Act. This constructive rearrangement rejected theories on an expansible regular army. Instead it organized the U.S. forces into Regular, National Guard and Organized Reserve forces.

Regular forces of full-time professionals where maintained ready for armed conflict with foreign powers. Civilians served in the National Guard to handle internal disturbances, such as civil unrest. Organized Reserves, both officer and enlisted reserve corps, were civilian or former military personnel being trained to take on leadership roles in case of a large-scale conflict.

General Pershing became the Chief of Staff in 1921. Based on experiences from the recent war a reorganization of the war department was done. This created the five 'G' divisions: G-1 dealt with personnel; G-2 with intelligence; G-3 with training and operations; G-4 with supply and G-5 was the War Plans Division. The concept of a War Plans Division was new to the United States; its area of strategic planning and matters relating to the preparedness for war would shape much of the future American armed forces.

In the between-war era, the United States adopted a policy similar to Great Britain: the Navy would be the first line of defense, and thus they received a high proportion of funds to increase the number of naval bases and warships. Much of the remaining funds went into the young U.S. Air Corps; they needed this to experiment and develop the use of planes. This left the Army with aging equipment and little training. In the early 1930s, the United States was rated as having only the 17th strongest army.

DETERMINING DIRECTION (1930-1935)

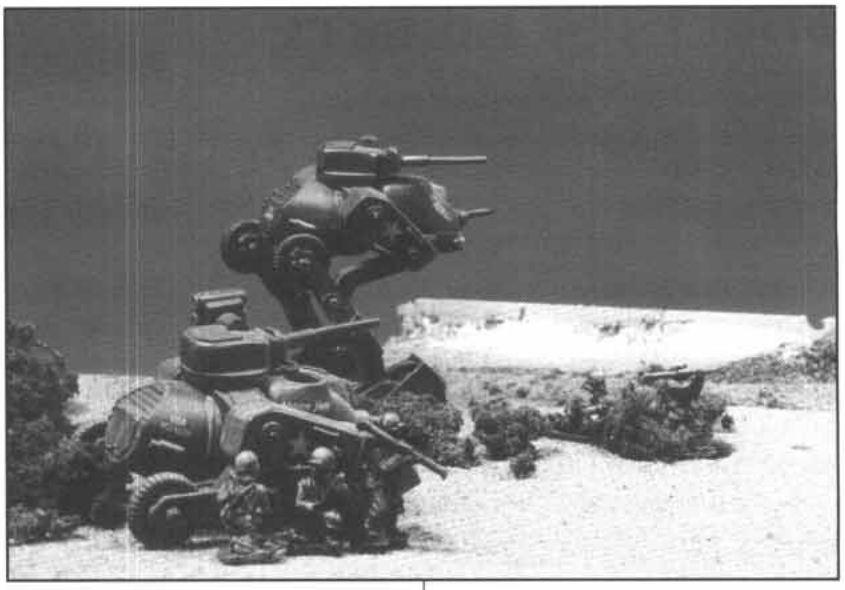
Having established the basic organization for their armed services, the United States struggled just what to do with them, especially amid the depression years. In 1933, the Civilian Conservation Corps was formed to put jobless young men into reforestation and reclamation work; by 1934, Army Officer and enlisted Non-Commissioned Officers where needed to run the camps. The President also ordered the Air Corps to take over carrying airmail for four months in 1934. This drained significant leadership resources away from the army, with reserve officers being called up in 1935 to take over.

During these times of American uncertainty, the Axis powers began to move. The early 1930s saw Japan seize Manchuria; in Europe, Hitler came to power, denounced the Treaty of Versailles (which had been crippling his country) and began to rearm the Rhineland. Mussolini's Italy attacked Ethiopia.

While not drawn into these conflicts, the United States was forced to revise its foreign policies. It recognized Soviet Russia, voted for the eventual independence of the Philippines, stopped having protectorates in the Caribbean and pursued a 'Good Neighbor' policy with Latin America.

The Chief-of-Staff at that time was General Douglas MacArthur. Careful planning took place in his War Department. To make a hard-hitting, ready-to-go force, efforts went into motorizing and mechanizing regular combat units. Until now, Army forces where scattered across the country in barracks and bases housing less than a battalion each. MacArthur inaugurated the use of full-sized divisional training exercises. Realistic planning was begun on how to incorporate the manpower and industrial resources of the United States should a war ever actually occur.

The Ordnance Department oversaw developments in weaponry during these troubled years. The 105mm artillery piece was perfected, and work was all but completed for adopting the M1 Garand rifle as the main U.S. infantry weapon. This reliable design, along with the M1A1 carbine version, would make the U.S. Army the only force to start the war with an automatic rifle as standard infantry issue. Meanwhile, the U.S. Marines encouraged further adoption of the Thompson submachine gun.



GATHERING CLOUDS (1936-1938)

The Chief of Staff in this era was General Malin Craig. Working with him, the G-5 War Plans Division calculated that it would take the U.S. two years to mobilize a modern day army. One result was the Protective Mobilization Plan, which was a further extension of the Army's Industrial Mobilization Plan. The general plan was that the Army and National Guard would form the 'Initial Protective Force' of about 400,000 men. Temporarily guarded by this force and shielded by the U.S. Navy, the American defense planners could then organize an army of one to four millions, as needed. This work was laying important foundations, including the creation of training centers, manuals and procedures.

During these years, Germany annexed Austria and Japan invaded China. A new weapon also appeared in the world: the combat walker. The technological game of 'keeping up with the Jones' was well within the means of the United States. While reluctant at first, the Ordnance Department soon received their first prototype walkers: 'Amanda', 'Betty' and 'Charlotte'. Each experimented with different ways of mounting weapons. Amanda's weapons were fixed onto the hull, Betty used swivel mounts and Charlotte began exploring using arm-carried and thrown weapons.

THE DISTANT WAR (1939-1940)

The Second World War was a conflict that truly touched the entire globe. From the fields of Western Europe to the vast expanses of the Pacific Ocean, no part of the planet would remain untouched by the fury and misery of the War. Good and evil were about to clash in a titanic struggle, one that would decide the fate of the world for generations to come.

With swelling German and Japanese aggression, the leaders of the United States realized the increasing likelihood of their country being at war. Initially support to Britain and Russia was limited to the "lend-lease" and "cash and carry" concepts. This put American weapons in the war, but kept its armed

forces out. However, individuals within the United States civilian and military sectors joined up with the Allies. These included the flying 'Eagle' squadron and the walker 'Buffalo' company.

Military planning was still concerned more with defending the American soil and interests, such as the Panama Canal, which had been built by the Army Corps of Engineers. Two major navies had been planned. The first was to fight Japan with Pearl Harbor as its key shipyard and supply depot. The second was an Atlantic fleet to face the combined fleets of Germany, Italy and those British vessels that Germany would capture if Great Britain surrendered (while threats to the United States where considered serious, so strong was public sentiment against involvement that the war plans did in fact include 'lost-Britain' scenarios).

The Navy received additional funding but it ws not alone: other branches were built-up as well. Congressional appropriations in 1940 exceeded six billions dollars, more than had been granted for the previous fifteen years combined. In late 1940, the first peacetime draft was put in place with the National Guard and Organized Reserves coming into action. By the end of the year, the army had doubled in size and was continuing to grow.

The partial tooling-up of the American war industry was perhaps hidden by the 'lend-lease' program. Tanks, walkers and all sorts of military hardware were now in production and exported; American equipment was undergoing battle testing. When the United States did enter the war, the means of supplying an army was a train already in motion; however, predictions that it would take only two years to reach war capacity where starting to prove overly optimistic. Perhaps most significant of all would be the limitations imposed in actually getting resources overseas.

To oversee the expanded armed forces, the General Headquarters took charge of Army training in 1940. The ground combat schools where increased in numbers to include Infantry, Armor, Walker, Tank Destroyer, Field Artillery, Coastal Artillery, Antiaircraft and Cavalry combat arms. While willing to be the arsenal for their allies, the American military strategy remained one intended for defense.

THE WAR IN THE EAST (JUNE-DECEMBER 1941)

In June and July of 1941, the United States and Great Britain stepped forward to aid Soviet Russia in their fight. Both nations signed Lend-Lease Agreements with Stalin; by October, they would be sending tanks, walkers, aircraft, ammunition and supplies via a treacherous northern sea-route to the city of Murmansk. Although downplayed in later years, this aid was vital to the early Russian war effort. Of especial note were the delivery of British technical data and American early walkers to the Soviets, giving Stalin's researchers the head start they needed to begin their own walker program. Like most of Russia's war industry, the walker development facilities were located to the east of the Ural Mountains, far out of range of the attentions of the Luftwaffe.

THE PACIFIC WAR (DECEMBER 7-31, 1941)

In many ways, it could be argued that the war had already been raging in the Pacific for ten years even before the Japanese attacked Pearl Harbor in 1941. Many of the events that transpired following the Great War ultimately set the stage for the war to come in the Pacific.

In the pre-dawn gloom of December 7, 1941, an amassed force of fighters, rocket planes and torpedo bombers droned above the Japanese carrier fleet of Admiral Nagumo. Laden with bombs and torpedoes, two waves of planes set off for Pearl Harbor, safe-haven for the U.S. Pacific Fleet. The plan was simple: deal a killing blow to the Fleet nestled in the anchorage of Pearl Harbor. With the United States' carriers and battleships destroyed, Japanese naval domination of the Pacific would be assured!

At 7:40 AM, as the sleepy naval base slowly buzzed to life, the Japanese struck from the skies. Caught totally unawares, the base was thrown into total disarray as bombs rained and explosions thundered across the fields. The attack, lasting thirty long minutes, struck hard and fast at the ships in the anchorage and the outlying airbases. As soon as they had begun the Japanese slipped away, leaving behind a terrible wake of destruction and carnage. The second wave, arriving almost an hour later, had a harder time but still had considerable success. Poor visibility and heavier anti-aircraft fire gave the second wave a harder go at it. Nonetheless, more ships were damaged, furthering crippling the Pacific Fleet.

Having been given orders to attack secondary targets if the prized warships were unreachable, the Japanese planes buzzed about the airfields and supply depots scattered across the island. Almost unwittingly, Japanese dive-bombers attacked the precious fuel oil depots scattered close to the harbor. Lightly defended and extremely vulnerable, they proved easy and spectacular targets to Japanese bombers. Within minutes the depots were awash in flames, their explosions rumbling across the island. The fuel burned for days, covering the island in an inky twilight of black smoke.

As the last Japanese planes droned away and Pearl Harbor went up in flames, the ultimate prize eluded the Japanese. The carriers, hundreds of miles away, had escaped the carnage, effectively keeping the United States in the war. Nonetheless, the attack resulted in the destruction of or severe damage to eighteen ships. And with naval fuel oil supplies severely depleted, the next few months were to be trying times for the U.S. Navy.

Shocked and infuriated by such an unwarranted sneak attack, President Roosevelt declared war on the Axis the very next day. The attack, whilst successful militarily, had not cowed the American people as the Japanese had expected. Instead, the infuriated Americans would accept nothing less than total victory. Its (theoretical) neutrality dissolved, the United States entered the war firmly on the side of the Free World.

The Japanese attack on Pearl Harbor slapped the United States into the War, turning the conflict into a truly global one. With the Americans now fighting alongside the remnants of the Free World, there was now a glimmer of hope. But with the U.S. forces inexperienced and under strength, and her wartime industry under realized, some wondered if it was still too late to resist Axis world domination.

CAGING THE TIGER (PACIFIC 1942)

By the end of 1941, the Japanese advance seemed irresistible. With their forces reeling and their navies in disarray, the Allies seemed unable to stem or even slow the Japanese advance across the Pacific. Victory, for the moment, was a Japanese monopoly. But the shock of impact was beginning to wear off, and the months ahead would ultimately decide the Pacific War.

In Pearl Harbor, the majority of the battleships expected to defend the United States against the Japanese navy where destroyed or disabled. Efforts now turned to reorganizing fleet tactics around the carriers as the main battle force. Shipyards finished hulls intended for other uses as large fleet carriers or the smaller and more numerous escort carriers.

Japanese attacks across the Pacific meet staggered resistance; U.S. Marines deployed in handful garrison allotments were defeated. In May 1942, the American fortress of Corregidor surrendered, with MacArthur giving his parting words 'I shall return.' Filipino townspeople voted to become guerilla fighters, sometimes led by American soldiers who had hidden in the jungles.

The American concern about defending their coast, present in strategic planning since the 1930s, almost recalled

the carriers home. Instead, American intelligence correctly predicted the next target as Midway. In June of 1942, the battle saw American carrier-borne aircraft blast the Japanese fleet carriers from the sea. The result of the battle likely prevented any major Japanese invasion of the continental United States.

Later in the year, the U.S. Marines landed amid the Solomon Islands on a place called Guadalcanal. Heavy fighting took place for the Henderson airfield and in the waters around the island. Both sides knew that the airfield was of strategic importance, and Japanese and American reinforcements were repeatedly landed on the island. By the end of the operation, the Japanese had won the naval attrition battle but lost on the land. However, the industrial might of the United States could recover these losses faster than the Japanese; this would costs the latter dearly.

RAISING AN AMERICAN TORCH (AFRICA 1942)

The Americans first saw action against Germany and Italy in the African theater. 'Operation Torch' landed United States forces on the northwestern shores of Morocco. It represented a politically needed clear and definite U.S. commitment. While planning the affair, a friendship was born between President Roosevelt and Churchill, but General DeGaulle, a hero to the Free French, was not held in the same regard. In fact, Roosevelt insisted on keeping DeGaulle uninformed until after the landings, even though they would be moving through French territory. DeGaulle's importance had him soon involved, and even filmed, in the African theatre.

Learning from the success and failures of other powers the United States Expeditionary Force was reorganized prior to the November landings. In fact, the U.S. Army would continue to change the organization of its fighting units throughout the war. For example, the 'Kruegermen' achieved exceptional success with combined motorcycle infantry-walker raids (for further details, see the **African Theater** sourcebook).

STEPPING INTO EUROPE (1943)

Under combined U.S. and British attacks, the Africakorp was hemmed up in Tunisia. Rommel, the 'Desert Fox,' fell ill and was away when the inevitable deathblow came to his army. The next Allied goal was to take the war onto the home soil of one of the Axis, Italy. First, they would have to take Sicily.

Sicily, similar to Malta, is located almost in the center of the Mediterranean. As such, it could be used as platform to pass from Italy to Africa or vice versa. Furthermore, to make use of the Suez Canal, ships had to cruise right past it.

Once again a combined force of British troops, under Montgomery, and Americans, under Patton, would be landed. 'Operation Husky' was placed under the overall command of General Alexander. Pounded by air strikes and disheartened by the turn of the war, the Italian defenders gave limited resistance. German divisions were also present. Where the Italian General Guzzoni was unwilling to fight, the German commander was a one-armed veteran of the Russian-front, General Hans Hube. In July, the American forces where almost pushed back into the sea. Yet General Hube was confounded by having to switch between the American and the British landing zones. It was soon clear that he could not win, and the Germans made an orderly withdraw from Sicily in August. They would all meet again shortly.

Silent Hunters

Efforts to smuggle in weapons, supplies and covert operatives to Japanese occupied territories expanded through 1942-43. The coast-watching radio stations increased in number, making it difficult for the Japanese to secretly move ships or troops. It was a time when American forces continued to accumulate resources, while the Japanese forces were being slowly whittled away. In land, sea and air, the United States grinded back the Imperial forces.

Unlike their German contemporaries, the United States submarines – the 'silent service' – were working with plentiful air support and reports from hidden coast watchers. Throughout the war, American submarines devastated Japanese shipping: in fact, the Navy subs were credited as having sunk over three times the tonnage as navy carrier air did. The result was the slow strangulation of Japanese troops across the Pacific. Even Japanese warships would not be safe with the battleship Kongo and several carriers – the Shinano, Taiho and Otaka to name just a few – being sunk by U.S. submarines during the war.

Tucker Hermes Prototype

This walker was capable of fast wheeled movement. Add to its tactical information on page 109 of the ***Superscience Sourcebook****: "Movement: Ground 5/10"*

THE U.S. ARMY

The U.S. soldier in the field was a different breed from the other nations. Following Pearl Harbor, there were many volunteers, but the bulk of the fighting force was conscripted soldiers. These drafted warriors where not fighting for their home and the continental United States remained relatively untouched during the war.

Since the instinct to defend one's family from physical harm was not involved, the Americans troops where motivated differently. A focus of preserving the "way of life" for themselves and others developed; this was helped by the 'liberator' receptions given for U.S. troops in most places.

Massive amounts of energy went just not into fighting the war but encouraging the individual solider. Hollywood movies, film star visits and poster campaigns are just a small part of the American propaganda.

The use of inspiring mass media was not just limited to their own troops. General MacArthur's famous words "I shall return" where sometimes the only English a Filipino village could speak. In addition to weapons for guerilla fighters, submarines where smuggling packages of cigarettes carrying MacArthur's picture and that slogan onto Japanese-held islands.

Supported by masses of equipment and munitions American soldiers often sought the involvement of supporting arms. Artillery, air strikes and tank destroyers are just some of the things that were put into use. Infantry could 'call in' for this material support before unnecessarily exposing themselves.

A new recruit first entering the war zones often knew little about their enemies,often only data glanned from carefully prepared films and posters. Some among the drafted cared little for fighting in a foreign land; a few became 'dealers' trading American goods for local materials or investing in egg-laying chickens whose eggs could be sold to other soldiers.

Many American warriors did understand the situation: an infantryman assigned to D-Day's first wave wrote a letter home to his family that he expected to die but knew the cause was worth it. The soldier had such convictions that he survived the loss of a leg to the beach's minefield even though not given any medical attention until the next day.

Those who had doubts soon learned from first hand experience of just how grim the situation was. The foot soldier in France or the Philippines crouched behind a rubble wall where civilians had been executed or died of starvation. Attacks by zombie troops may have been frightening to those under fire, but it did more to show the necessity of victory in the rest of the army. Even if one part of a force fell back in battle, the American war machine was instilled with an unbreakable commitment to freedom. This grew into a feeling of certainty strong enough to justify the act of blasting military and civilian populations alike in the undiscriminating nuclear blasts of Hiroshima and Nagasaki.

TACTICS

The basic American infantry squad included semiautomatic M1 rifles and a small number of automatic weapons. The automatic weapons were used to establish a 'base of fire.' This was useful in pinning down enemy infantry. A gunner with one or more assistants operated most heavy weapons; most other team or squad members carried additional ammunition. The assistant's role was usually involved helping load and if necessary take over the firing of the weapon.

Above the squad level, the American tactical forces typically had three main combat and maneuvering sub-units to a formation. When engaging an enemy, the three combat units normally operated

as two forward and one back. The one back unit acted as a reserve commited based on need or opportunity.

Aiding the central three is units fielding different types of weapon system such as artillery, machine guns or assault guns. These extra resources were arranged this way to deal with recruiting, training, promotion and supply issues. In actual combat, the support force was distributed as needed amongst the three main units.

In addition to the forces within a battalion, additional support were loaned out from regiment or divisional resources. For example, a platoon from the division's Walker Battalion might accompany a Rifle Company into a village.

Allied air superiority gave American ground forces another combat edge. Several ways of coordinating air strikes where experimented with: the most useful method being for someone on the ground to establish radio communication with the pilots. When the aircraft dove in, the pilot still had to pick out the intended target from the battlefield. During the early years, the precision needed for close support was only really possible during days with fair weather.

So important was this air support and the weather that the Third Army's Christmas card of 1944 read: "Almighty and most merciful Father, we humbly beseech Thee, of Thy great goodness, to restrain these immoderate rains with which we have had to contend. Grant us fair weather for Battle. Graciously hearken to us as soldiers who call upon Thee that armed with Thy power, we may advance from victory to victory and crush the oppression and wickedness of our enemies and establish Thy justice among men and nations. Amen." (The other side was a paragraph from Patton wishing them "Merry Christmas" and stating his confidence in the troops.)

The damage from air strikes was all too apparent to the Germans. During poor weather conditions their tanks and supplies could be moved about quickly. If the skies were good road convoys were vulnerable to strafing runs and tanks to plane-launched rockets. The late war German counter attack in the Ardennes was timed to a period of bad weather, rumored to be the result of arctic scientific tampering.

Special Rule: Secondary Weapon Operators

Soldiers were trained to use common weapons other than their basic rifle. In support weapon teams — mortars, bazookas and machineguns — if the primary gunner was killed, another member of the team could take over. If the original bearer of a weapon is killed (or otherwise no longer operates the weapon), another member of the same squad/team may attempt to switch weapons. If the squad has moved after taking the casualty, the support weapon cannot be salvaged.

The squad must spend one Action as the new gunner gathers the weapon from the fallen trooper. A Quality test is made versus a Threshold of 4 (four). If successful, the operator drops his original weapon (most likely a rifle) and now uses the recovered weapon (such as a machinegun); adjust the infantry squad sheet accordingly. Any firing done by a secondary operator is done with an Accuracy modifier of -1. If the Qaulity test is failed, the gun is lost for the rest of scenario: it was damaged, the ammunition belt/clip was lost, it can't be unjammed/loaded, etc.

Special Rule: Medics

While most sides had field medics, the Americans had the most. They were assigned from a divisional asset, so they do not appear on the tables of organization. The same rules can be used for having field medics present with other forces.

A medic is an infantry man, unarmed or carrying a small weapon like a pistol due to the weight of his supplies. A medic costs 5 TV points. Medics can be attached to an existing squad, replace someone in an existing squad, or a have handful of men (such as stretcher bearers) joined to them to make a 'medical squad.'

The medic is capable of a special action: the treating of wounded. By spending an Action, the medic can treat one infantryman. If using the Skirmish Scale, three consecutive Actions are needed; if the medic or patient moves, the process is interrupted. Upon completion of the medical treatment, a Quality test versus a Threshold of 3 is required. Each MOS erases one point of damage from the target. This can even restore a soldier whose damage points had all been lost.

The patient's record is adjusted by clearly marking a 'T' in the last remaining damage mark. If the soldier is wounded and treated again, the new treatment can only restore up points up to this. A new 'T' is written on the re-treated patient.

*In campaign play, medics may be able to treat infantry between battles. Surgical units can be handled in the same way, either allowing all infantry another treatment roll as above, or automatically restoring any infantryman whose damage track is only partially filled. Even without medics or surgery, infantry should recover several points of damage through rest between scenarios (see the Campaign rules in the **Wargaming Companion**).*

ARMY STRUCTURE

Like many of the other armies adapting to a "total war," the organization of U.S. troops went through changes over the war years. The material here is focused on the Pacific theatre and the European theater. (For earlier war formations, see the **Africa Theater** sourcebook).

An Infantry Division has three Infantry Regiments plus artillery and other support units. Each infantry regiment has three Infantry Battalions plus their own support units. Additional resources might be assigned on a temporary basis, such as a Tank Battalion, Walker Battalion, Cavalry Recce Battalion, Tank Destroyer Battalion or Walker Combat Battalion.

One unusual occurrence is that prior to 1943, tank forces where organized as a Medium Tank Battalion, a Light Tank Battalion and either a second Medium Tank Battalion or a Walker Battalion to make either a 'Tracked' or 'Legged' Tank Regiment, respectively. The early Armored divisions had one of each of these two Armored Regiments, plus an Armored Infantry Regiment (of three Armored Infantry Battalions). Attached to the division was a Cavalry Recce Battalion (using Longstreet walkers) plus artillery, engineering and non-combat units.

A series of revisions took place by 1943, including removing the tank regiment headquarters. This placed the armor battalions under the direct control of the divisional command. As of late 1943, an Armored Division was comprised of an Armored Infantry Regiment (again of three Armored Infantry Battalions), two medium Tank Battalions, a light Tank Battalion, a Walker Battalion and a Cavalry Recce Battalion. Attached forces might include a Tank Destroyer Battalion, a Walker Combat Battalion and/or an Aerial Infantry Battalion.

United States Ranks

OFFICER RANKS	ENLISTED RANKS
General of the Army	Master Sergeant
General	1st Sergeant
Lieutenant-General	Technical Sergeant (2nd grade)
Major-General	Staff Sergeant
Brigadier General	Technician (3rd grade)
Colonel	Sergeant
Lieutenant Colonel	Technician (4th grade)
Major Bronze	Corporal
Captain	Technician (5th grade)
1st Lieutenant	Private 1st Class
2nd Lieutenant	Technician (6th grade)
Chief Warrant Officer	
Warrant Officer	
Flight Officer/Cadet (Aviation)	

One interesting aspect of the American Armored Divisions is the use of multiple command centers. There were three of these, placed away from the fighting: Reserve Command (acting as collection point and sometimes overseeing a third attack), Divisional Artillery Command (coordinating fire support) and Trains Command (performing the massive responsibility of logistics). Combat Command 'A' (CCA) and Combat Command 'B' (CCB) were placed closer to the actual fighting. Either Combat Command could coordinate all of the division's fighting forces, allowing the other to be packed and moved. As the frontlines moved, CCA and CCB would leapfrog about so as to keep a short line of communication for the commanders.

Beyond the 'on field' battalions detailed in this book, each of the strategic formation levels (Regiment, Division, Corps and Army) had a variety of additional forces under their control. A brief summary of these include: artillery (typically 105mm and 155mm howitzers); antitank sections (ATG carriages, mine laying units, tank destroyers); antiaircraft systems (.50 MG and various AA guns); signals resources (radio centers, visual signals staff, encoding/decoding teams); military police (handling prisoners, directing traffic); medical resources (battlefield medics, surgery units, recovery areas); engineering and pioneering units (clearing roads, erecting/repairing bridges, clearing minefields); maintenance and ordinance sections (mechanics for engines, cannons and hand weapons); quartermasters (running depots and columns of trucks); and reconnaissance units. Each division even had its own 'big band' of fifty-eight musicians.

INFANTRY FORMATIONS

While very strong in equipment and practice maneuvers, the individual American soldier was often new to the war. The industrial might of the U.S. was constantly pouring brand new recruits either into 'green' battalions or as waves of replacements into 'veteran' units. Even in the most battle hardened divisions, a typical squad has numerous members with less than a few months' battle experience. Over time, the average infantry battalion gained in experience, but the process was a slow one. In the latter phases of the war, the American's morale benefited from the increasingly clear view of a final victory. In the later months of the conflict, U.S. operations were planned on "when," not "if," the war would be won.

As in any era, the infantry are the most indispensable part of the military force. Only they can hold territory, and even the new technologies of tanks and walkers need protection for their maintenance facilities. Infantry do have the capability to attack. In fact, in many engagements the armored units were only providing covering fire for the infantry assault.

A real appreciation for the importance of infantry developed in a style of combat not seen before on such a large scale: urban warfare. Unlike in previous wars, entire cities, like St. Lo, would become battlefields of rubble where even a small hole in a wall might conceal a sniper, machine gun or antitank weapon. Furthermore, the short streets of urban warfare eliminated the long range of a tank's cannon. Meanwhile tanks were at risk from infantry attacks from alleyways or from upper stories.

These confused, close-quarters conditions greatly favored infantry, particularly when defending. Although walkers and other nimble vehicles could provide support, it all came down to another infantry force meticulously clearing the city building by building, floor by floor, room by room.

Pistols and Small Arms

Most officers, NCO and several soldiers carried pistols as a matter of fact. Most of them, however, also carried a rifle or submachinegun, which was used as the primary weapon. To keep game play simple, pistols will not appear on the unit lists if a superior firearm is also carried by the infantryman.

Grenades

Most WWII infantry force were trained in the use of offensive grenades, from the American "pineapples" to the Germans' "potato mashers." These do not receive entries in the listing of infantry units. Different supply situations could easily affect the amount present, and furthermore in many scenarios infantry units may not come close enough to use grenades, making the number carried unimportant. It is thus assumed that all infantry squads carry some grenades and use them at close range instead of their ranged weapons, earning the +1 "Point Blank" combat modifier.

RIFLE INFANTRY BATTALION

Infantry forces have always been the standard unit for an army from Caesar to Clauzwitz and onto today. They were the most cost-effective means of securing, controlling and defending an area. But in World War One, it was shown that an infantry force alone could no longer initiate a strategic level attack.

While lacking tanks and walkers, the infantry battalions carried nearly every type of weapon a person could lift. There was substantial indirect fire support in the form of mortars. Against tanks, there was both antitank guns and, thanks to the prodigal U.S. industry, over a dozen bazookas per battalion.

In actual engagements additional resources would support the infantry. These ranges from regimental or divisional artillery support and air support in clear weather. For a particular task, the infantry might work with anything else in the U.S. arsenal, including tanks, engineering units, combat walkers and tank destroyers like the M10.

Rifle Infantry Battalions were used for more than frontline combat. They represented the forces deployed as garrisons, guards and rear area patrols. Additional anti-aircraft defenses and the staff of the facilities being guarded might be found alongside the foot soldiers.

A Rifle Infantry Battalion could be upgraded to a Motorized Rifle Battalion by equipping them with trucks or jeeps. Ranger battalions were equipped similarly to a Rifle Infantry Battalion but were more highly trained.

Default Morale:4 (Rookie)

Default Morale, Rangers: 2 (Veteran)

RIFLE BATTALION

RIFLE COMPANY
1 x Rifle HQ Squad Large
3 x Rifle Platoon
1 x Heavy Weapons Platoon

RIFLE COMPANY
1 x Rifle HQ Squad Large
3 x Rifle Platoon
1 x Heavy Weapons Platoon

RIFLE COMPANY
1 x Rifle HQ Squad Large
3 x Rifle Platoon
1 x Heavy Weapons Platoon

HVY. WEAPONS COMP.
1 x Rifle HQ Squad Small

1 x Hvy. Mortar Platoon
1 x Machine Gun Platoon
1 x Bazooka Section
1 x Air Defense Section

BATTALION HQ
1 x Rifle HQ Squad Large

SUPPORT
1 x Antitank Platoon

Infantry Units

Rifle Squad

1 x NCO w/ SMG + Binocular
1 x Assistant Leader w/ Rifle
1 x Rifle w/ Radio
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle w/ Scope
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle w/ Rifle Grenade
1 x Rifle + Grenade
1 x Rifle + Grenade

Rifle HQ Squad Small (Large)

1 x Officer w/ SMG + Binocular
1 x NCO w/ Rifle
1 x Rifle w/ Radio
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle
(1 x Rifle)
(1 x Rifle)
(1 x Rifle w/ Scope)
(1 x Rifle w/ Rifle Grenade)
(1 x Rifle + Grenade)
(1 x Rifle + Grenade)

Automatic Weapons Squad

1 x NCO w/ SMG + Binocular
1 x Assistant Leader
1 x BAR
1 x Assistant w/ Rifle
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle
1 x Rifle w/ Rifle Grenade

Heavy Weapon Teams

LIGHT/HEAVY MORTAR TEAM

1 x NCO w/ Rifle
1 x 60mm or 80mm Mortar
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle
1 x Rifle

LMG TEAM

1 x NCO w/ Rifle
1 x LMG
1 x Assistant w/ Rifle
1 x Rifle
1 x Rifle

BAZOOKA TEAM

1 x Rifle + Bazooka
1 x Assistant w/ Rifle

AIR DEFENSE SQUAD

1 x NCO w/ Rifle
1 x HMG
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle
1 x Rifle

Typical Combat Groups

Bazooka Section:	7 x Bazooka Team (Battalion), 3 x Bazooka Team (Company)
Battalion Air defense Section:	3 x Air defense Squad
LMG Section:	1 x HQ Squad Small, 2 x LMG Team
Mortar Section:	1 x HQ Squad Small, 2 x Light or Heavy Mortar Team
Rifle Platoon:	1 x HQ Squad Large, 2 x Rifle Squad, 1 x Auto. Weapons Squad
Heavy Weapons Platoon:	1 x HQ Squad Small, 2 x Jeep, 1 x LMG Section, 1 x Light Mortar Section, 1 x Company Bazooka Section, 1 x Air defense Squad
Heavy Mortar Platoon:	1 x HQ Squad Small, 3 x Heavy Mortar Section
Battalion Machine Gun Platoon:	1 x HQ Squad Small, 2 x LMG Section
Battalion Antitank Platoon	1 x HQ Squad Small, 3 x ATG (37mm or 3in), 3 x Truck

ARMORED INFANTRY BATTALION

Even with the slower tanks of World War One, it was possible for the armored spearhead to get far ahead of its supporting infantry. Having studied from the new German military structure and learning from their own experiences, the American Army came to a decision. They needed a way for the infantry to keep up with the tanks. The solution was to mount the infantry and their support weapons not on 'soft' trucks but on swarms of lightly armored off-road transports.

Halftracks provide this light level of armor protection while still having space and weight to be adapted to other roles. They are also a cost-effective solution. Over the years, halftracks were adapted to many different roles, from carrying long range 105mm artillery, anti-aircraft defense platforms and even antitank guns. While Tucker APCs did provide better passenger protection, they were not able to carry a large infantry squad or fill the many alternate roles found for the M3 Halftrack.

Armored Infantry Battalions existed as part of the Armored Divisions. They were intended to work closely with Tank Battalions and Walker Battalions. When the armor units punctured the enemy position, the armored infantry moved directly up to clear out small pockets of resistance. Like the rest of the Armored Division, they were expected to use the "move and shoot" philosophy.

Default Morale:4 (Rookie)

ARMORED INFANTRY BATTALION

ARMORED RIFLE COMPANY
1 x Armored Rifle HQ Squad
1 x M3C Command Halftrack
3 x Armored Rifle Platoon
1 x Armored Antitank Platoon

ARMORED RIFLE COMPANY
1 x Armored Rifle HQ Squad
1 x M3C Command Halftrack
3 x Armored Rifle Platoon
1 x Armored Antitank Platoon

ARMORED RIFLE COMPANY
1 x Armored Rifle HQ Squad
1 x M3C Command Halftrack
3 x Armored Rifle Platoon
1 x Armored Antitank Platoon

ARMORED SUPPORT COMPANY
1 x Armored Rifle HQ Squad
1 x M3C Command Halftrack
1 x Armored Recce Platoon
1 x Armored Mortar Platoon
1 x Armored Machine Gun Platoon
1 x Armored Assault Gun Platoon

BATTALION HQ
1 x Armored Rifle HQ Squad
1 x M3C Command Halftrack

Infantry Units

Armored Rifle Squad
1 x NCO w/ SMG
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle w/ Scope
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle + Grenade
1 x Rifle + Rifle Grenade

Armored Scout Squad
1 x NCO w/ SMG + Binocular
1 x Rifle w/ Radio
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle w/ Scope
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle + Grenade
1 x Rifle + Rifle Grenade

Armored Rifle HQ Squad
1 x Officer w/ SMG + Binocular
1 x NCO w/Rifle
1 x Rifle w/ Radio
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle + Rifle Grenade

ARMORED LMG TEAM
1 x NCO w/ Rifle
1 x LMG
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle

ARMORED LIGHT MORTAR TEAM
1 x NCO w/ Rifle
1 x Pistol + 60 mm Mortar
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle

Typical Combat Units

Armored Antitank Section:	2 x M12A1 Longstreet (or M14A1 Jackson)
Walker Recce Section:	3 x M11 Early (version may vary)
Armored Rifle Platoon:	1 x Armored Rifle HQ Squad, 3 x Armored Rifle Squad, 1 x Armored LMG Team, 1 x Armored Light Mortar Team, 5 x M3 Halftrack
Armored Recce Platoon:	1 x Armored Rifle HQ Squad, 3 x Armored Scout Squad, 4 x M3 Halftrack, 1 x Walker Recce Section
Armored Antitank Platoon:	1 x Armored Rifle HQ Squad, 1 x M3 Halftrack, 3 x Armored Antitank Section
Armored Mortar Platoon:	1 x Armored Rifle HQ Squad, 1 x M3 Halftrack, 3 x M21 Mortar Carrier Halftrack
Armored Machine Gun Platoon:	1 x Armored Rifle HQ Squad, 4 x M3 Halftrack
Armored Assault Gun Platoon:	1 x Armored Rifle HQ Squad, 1 x M3 Halftrack, 3 x M7 Priest

AMERICAN ARMOR

Tanks where introduced in World War One, giving strategists an opportunity to experiment with their use. The speed differences between infantry and tanks led to two schools of thought. The first was to make slower moving tanks and attach them to the infantry; the second was to speed up the infantry. Tacticians debated whether to deploy a small number of tanks in each regiment or to organize entire divisions around the new weapon.

The American forces had the benefit of watching the tanks of the other nations fight. The success of massed armor of the Blitzkrieg against dispersed French tanks showed clearly which way to go. Information such as Heinz Guderian's *Actung! PanzerKampfer* had a role, albeit unofficial, in helping guide the formation of the American armored formations.

ORGANIZATION

The U.S. would organize tanks, and later other armored vehicles, into a minimum of battalion-sized formations. These would primarily operate in Divisions specially organized to maximize the tanks capabilities. These large tank formations could be massed together at one time which occurred in the several major tank engagements in the war.

Walkers entered combat duty in World War Two without the tank's benefit of having been involved in large scale combat. As a result, there were several experiments by the U.S. during the war on how to employ these legged war machines. As a result, walker formations varied up through 1943. The success of the U.S. 'Krueger's Men' in the African theatre led to the formation of combined infantry-walker forces in the Walker Combat Battalions.

The immense industrial resources back home gave U.S. armor crews a distinct advantage. If a vehicle was disabled, the crews could simply go to the rear area and draw another one. This ability was frequently used to engage in attrition battles, even during unfavorable circumstances. In 1944, even if U.S. armor was lost at a three-to-one ratio they were still winning the war.

Much of the credit for winning the armored conflicts must go to the truck drivers, loaders and fuel pumpers. Known as the 'Red Ball Express,' they supplied the armor with the fuel that keeps tanks from becoming bunkers. Truckers committed their own acts of courage, like a column carrying filled fuel drums driving through a flaming town.

The American's organized their armor into formations of Medium or Light. Medium tanks included the masses of Sherman, early war Grant and the late war Pershing tanks. The light tank was the General Stuart. Medium walkers where the Longstreet and Jackson. The light walker was the Early. Although in the medium class, the Washington flying walker appeared only in the Aerial Infantry Battalions.

There were no official 'Heavy' armor formations during the war. The Ordnance Department did make a limited run of M6 heavy tanks and several prototypes of a superheavy tank, the T95 Motor Gun Carriage. These were intended to face down the heaviest German tanks and to assault fortresses, like the Siegfried line. Concerns about complicating the overseas supply requirements limited their production. Furthermore, there was a great reluctance to transport them, as several normal tanks could go in the place of each heavy.

The heavy and superheavy tanks arrived suddenly onboard a derelict cargo ship that appeared in — not on — the Cherbourg beach on July 12, 1944. Fortunately, only the ship's engines and bilge where fused with the ground, and the tanks where offloaded by heavy cranes within a week. The American's refused to explain the ship's sudden arrival, or the sudden disappearance of its crew.

TANK BATTALION

Each tank battalion was designed to be able to conduct independent strategic maneuvers. Each had a small fleet of trucks carrying maintenance personnel, repair shops, cranes for lifting turrets and engines, ammunition, and most importantly, fuel. They supply sections tried to keep enough on hand to supply the fighting tanks for several days. This is about all they could hold out for, if not constantly being resupplied by the divisional lines stretching overland back to the unloading Liberty ships that survived the U-boat menace.

Fielding two main classes of tanks, medium and light, the Americans organized their tank battalions in this way as well. This was to lessen the variety of parts needed in the distant European and Pacific theatres of war. To still be able to complement one another, each battalion did have a force of the other class of tank. This was perhaps a carry over from World War One, where the attack plans involved which tanks would attack what type of emplacement.

While infantry performed the bulk of the work the tank, and walker, battalions captured a lot of the glory. This was because they led the main attacks and counterattacks that reporters popularized back home.

Divisional commanders did their best to keep each tank battalion together. At the start of the war the French tanks were spread out across such a wide front that the concentrated German panzers outnumbered them in every encounter. American General's tried to avoid this calamity from happening to themselves while trying to bring massed tank formations down upon the enemy.

Default Morale:4 (Rookie)

TANK BATTALION*

TANK COMPANY	TANK COMPANY	TANK COMPANY	TANK COMPANY
1 x Medium HQ Platoon 3 x Medium Tank Platoon or 1 x Light HQ Platoon 3 x Light Tank Platoon	1 x Medium HQ Platoon 3 x Medium Tank Platoon or 1 x Light HQ Platoon 3 x Light Tank Platoon	1 x Medium HQ Platoon 3 x Medium Tank Platoon or 1 x Light HQ Platoon 3 x Light Tank Platoon	1 x Medium HQ Platoon 3 x Medium Tank Platoon or 1 x Light HQ Platoon 3 x Light Tank Platoon

BATTALION HQ	TANK SUPPORT COMPANY
1 x M3C Halftrack 2 x Sherman 1 x M7 Priest	1 x M3C Command Halftrack 1 x M3 Halftrack 1 x Assault Gun Platoon 1 x Armored Recce Platoon 1 x Mortar Platoon

**Medium Battalion, 3 x Medium Company, 1 x Light Company; Light Battalion, 1 x Medium, 3 x Light;*

TANK DESTROYER BATTALION

TANK DESTROYER COMPANY	TANK DESTROYER COMPANY	TANK DESTROYER COMPANY	TANK DESTROYER COMPANY
1 x Tank Destroyer HQ Platoon 3 x Tank Destroyer Platoon	1 x Tank Destroyer HQ Platoon 3 x Tank Destroyer Platoon	1 x Tank Destroyer HQ Platoon 3 x Tank Destroyer Platoon	1 x Tank Destroyer HQ Platoon 3 x Tank Destroyer Platoon

BATTALION HQ
1 x M3C Halftrack 2 x Sherman 1 x M7 Priest

Armored Scout Squad

1 x NCO w/ SMG + Binocular	1 x Rifle
1 x Rifle w/ Radio	1 x Rifle
1 x BAR	1 x Rifle
1 x Assistant w/ Rifle	1 x Rifle + Grenade
1 x Rifle w/ Scope	1 x Rifle + Rifle Grenade

Typical Combat groups

Walker Recce Section	3 x M11 Early (any type)
Medium Tank Platoon	5 x Medium Tank (typically Sherman)
Medium HQ Platoon	2 x Medium Tank (typically Sherman)
Light Tank Platoon	5 x Stuart
Light HQ Platoon	2 x Stuart
Tank Destroyer Platoon	5 x M10 (or M18)
Tank Destroyer HQ Platoon	2 x M10 (or M18)
Mortar Platoon	1 x M3 Halftrack, 3 x M21 Mortar Halftrack
Armored Recce Platoon	1 x Armored Rifle HQ Squad, 3 x Armored Scout Squad, 4 x M3 Halftrack, 1 x Walker Recce Section
Assault Gun Platoon	2 x M3 Halftrack, 3 x M8 Howitzer Motor Carriage

WALKER BATTALION

As armored vehicle, the walkers soon found themselves organized in the same way as tanks, though the need for unique replacement parts encouraged separate field formations. Assigned as a divisional asset, the walkers were prone to being spread out in small platoon-sized formations. Whenever an attack had to be made in rough country, the walkers came "bounding over like rabid jackrabbits."

The walkers soon found themselves fighting not only on rough country but also in close quarters conditions. The tactical dictum "open country belongs to tanks, closed country to walkers" was proved true by the misfortunes whenever it wasn't followed.

Walkers, like tanks, had certain vulnerabilities to being ambushed by infantry. It became common practice that walkers never willingly engaged in a battle without having friendly infantry present. The interaction between walker crew and infantry was further refined in the Walker Combat Battalions.

The American's only fielded one Walker Division. This force was organized in 1943 under now-General Krueger and saw action primarily in Italy. They had been organized to help deal with mountain fighting that might develop on the way through the Alps. This Walker Division consisted of one motorized infantry regiment (comprised of three motorized rifle infantry battalions), two walker battalions, two walker combat battalions and one medium tank battalion, plus various support units such as artillery.

WALKER BATTALION

MEDIUM WALKER COMPANY
1 x Medium Walker HQ Section
3 x Medium Walker Platoon

MEDIUM WALKER COMPANY
1 x Medium Walker HQ Section
3 x Medium Walker Platoon

LIGHT WALKER COMPANY
1 x Light Walker HQ Section
3 x Light Walker Platoon

WALKER SUPPORT COMPANY
1 x M3C Command Halftrack
1 x M3 Halftrack
1 x Armored Recce Platoon
2 x Walker Mortar Platoon
1 x Walker Flame Platoon

BATTALION HQ
1 x Walker HQ Section

Armored Scout Squad

1 x NCO w/ SMG + Binocular	**1 x Rifle**
1 x Rifle w/ Radio	**1 x Rifle**
1 x BAR	**1 x Rifle**
1 x Assistant w/ Rifle	**1 x Rifle + Grenade**
1 x Rifle w/ Scope	**1 x Rifle + Rifle Grenade**

Typical Combat Groups

Walker Recce Section	3 x M11 Early (version may vary)
Medium HQ Section	2 x M12A1 Longstreet (or Jackson)
Light Walker HQ Section	2 x M11A2 Early (M11A3)
Medium Walker Platoon	5 x M12A1 Longstreet (or Jackson)
Walker Flame Platoon	1 x M12A1 Longstreet, 4 x M12A2 Longstreet
Light Walker Platoon	5 x M11 Early (version varies)
Walker Mortar Platoon	1 x M11A3 Early, 4 x M11A1 Early - Mortar
Walker HQ Section	1 x M3C Halftrack, 2 x M4 Sherman, 1 x M7 Priest
Armored Recce Platoon	1 x Walker Recce Section, 4 x Armored Scout Squad, 4 x M3 Halftrack

Default Morale: 4 (Rookie)

Medium Walkers

Up until 1943, the American's had only one medium walker, the M12 General Longstreet. The General Jackson appeared that year. A concentrated deployment of the Jackson was attempted and priority was on the Walker Combat Battalions anyway. This meant that some Walker Battalions did not see the Jackson in their ranks until after the war.

An American player may have a mix of walkers in the battalion but any given medium walker platoon should be either Longstreet or Jackson walkers. If any of the platoons in a company are Jackson-equipped, then the company HQ section should also be using Jackson walkers.

WALKER COMBAT BATTALION

Walker Combat Battalions first appeared in 1943. They were based on Krueger's ad-hoc fighting force from the African theatre. Just as tanks where supported by infantry mounted in vehicles, so where the walkers supported by mounted infantry. The difference was that Krueger's goal was to allow the infantry to keep the flexibility of being individual soldiers. This is why he, and the Walker Combat Battalions, made extensive use of motorcycles.

Walker Combat Battalions became nicknamed 'Wickys.' Wickys excelled at raids and breaking enemy lines in rough terrain. If the terrain was difficult for Allied tanks, it usually meant it was difficult for Axis tanks, and thus the Wickys saw some of the most intense walker-to-walker combats of the war. Knowing this, General Krueger and the Ordnance Department agreed that the best available walkers would always first go to the Wicky groups.

While the formation does include a small assignment of M7 Priest with 105mm howitzers, the majority of the fire support came from Early-Mortar variants. To compensate for the smaller shell size, each company received its own mortar platoon, and the number of long range Priests was increased.

The Wicky infantry were adept at busting into places. Their walkers were used to knock out soft positions; then the motorcycles would ride up against the reduced number of hardened positions. Using satchel charges to blast doors or gun emplacements, the infantry swarmed through the defender's interior positions. Using Thompson submachine guns and grenades, they swept through in vicious room to room fighting.

WALKER BATTALION

WALKER COMBAT COMPANY
1 x Medium Walker HQ Section
3 x Medium Walker Platoon
1 x Walker Mortar Platoon

WALKER COMBAT COMPANY
1 x Medium Walker HQ Section
3 x Medium Walker Platoon
1 x Walker Mortar Platoon

MOTORCYCLE COMPANY
1 x Motorcycle HQ Squad
3 x Motorcycle Platoon
1 x Walker Mortar Platoon

MOTORCYCLE COMPANY
1 x Motorcycle HQ Squad
3 x Motorcycle Platoon
1 x Walker Mortar Platoon

BATTALION HQ
1 x Walker Combat HQ Section

WALKER SUPPORT COMPANY
1 x M3C Command Halftrack
1 x M3 Halftrack
1 x Walker Recce Platoon
1 x Support Gun Platoon
2 x Walker Flame Platoon

Infantry Units

MOTORCYCLE INFANTRY SQUAD	MOTORCYCLE INFANTRY HQ SQUAD
1 x NCO w/ SMG + Motorbike	1 x Officer w/ SMG + Motorbike
1 x BAR + Motorbike	1 x NCO w/ SMG + Motorbike
1 x Assistant w/ Rifle + MOTORBIKE	1 x SMG w/ Radio + Motorbike
1 x Rifle w/ Scope + Motorbike	1 x BAR + Motorbike
1 x SMG + Motorbike	1 x Assistant w/ Rifle + Motorbike
1 x SMG + Motorbike	1 x Rifle w/ Scope + Motorbike
1 x SMG + Motorbike	1 x SMG + Motorbike
1 x SMG + Motorbike	1 x SMG + Motorbike
1 x Rifle + Satchel Charge + Motorbike	1 x Rifle + Satchel Charge + Motorbike
1 x Rifle + Grenade + Motorbike	1 x Rifle + Grenade + Motorbike
1 x Rifle + Grenade + Motorbike	1 x Rifle + Grenade + Motorbike
1 x Rifle + Rifle Grenade + Motorbike	1 x Rifle + Rifle Grenade + Motorbike

Typical Combat Units

Walker Recce Section	3 x M11A3 Early
Walker Combat HQ Section	2 x M14A1 Jackson
Walker Combat Platoon	5 x M14A1 Jackson
Walker Flame Platoon	1 x M12A1 Longstreet, 4 x M12A2 Longstreet
Walker Mortar Platoon	1 x M11A3 Early, 4 x M11A1M Early - Mortar
Walker Combat HQ Section	1 x M3C Halftrack, 1 x M3 Halftrack, 2 x M14A1 Jackson
Walker Recce Platoon	3 x Walker Recce Section, 3 x Motorcycle Infantry Squad
Motorcycle Infantry Platoon	1 x Motorcycle Infantry HQ Squad, 3 x Motorcycle Infantry Squad
Support Gun Platoon	3 x M3 Halftrack, 3 x M7 Priest

Default Morale: 2 (Veteran)

CAVALRY RECCE SQUADRON

As late as 1940, American stateside practice maneuvers involved company of horse mounted cavalry working alongside small tanks. It became clear in the sacrifices made by Polish horse troops resisting German panzers that the days of 'boots and saddles' had ended.

Keeping with the cavalry role all units in the force must be fast. The M8 Howitzer Motor Carriage carried the smaller 75mm Howitzer in a turret to be able to fire on the move. In 1944 when the faster Hermes walker became available it flushed the Longstreet walkers from cavalry service.

The squadron's capabilities focus around three high mobility troops equipped in a combined arms philosophy. This allows for simultaneous exploration of different possible routes. The cavalry troops together only when they were being conducting a "grab and hold until relieved" style of mission. The capture of the Remegan bridge fell to Cavalry force due to them being the front most unit in the division's advance.

One other duty that often came to the Cavalry Recce Squadrons was first hand observation. Their high speed on and off-road made them an excellent choice for relaying first hand accounts to rear area commanders. The Third Army ordered so many of these reporting that their cavalry squadron became known as 'Patton's personal cavalry.'

CAVALRY RECCE BATTALION

RECCE TROOP
1 x Recce Troop HQ Section
3 x Recce Platoon

RECCE TROOP
1 x Recce Troop HQ Section
3 x Recce Platoon

RECCE TROOP
1 x Recce Troop HQ Section
3 x Recce Platoon

ASSAULT TROOP
1 x Cavalry HQ Squad
1 x M3C Comm and Halftrack
4 x Assault Gun Platoon

TANK COMPANY
1 x Light Tank HQ Section
3 x Light Tank Platoon

CAVALRY HQ PLATOON
1 x Cavalry HQ Squad
1 x M3C Command Halftrack
1 x Infantry Scouting Squad
1 x Tucker .50 APC

Infantry Units

INFANTRY SCOUTING SQUAD
1 x NCO w/ SMG + Binocular
1 x BAR
1 x Assistant w/Rifle
1 x Rifle
1 x Rifle + Grenade
1 x Rifle + Rifle Grenade

CAVALRY HQ SQUAD
1 x Officer w/SMG
1 x NCO w/ Rifle
1 x Rifle w/ Radio
1 x BAR
1 x Assistant w/ Rifle

Typical Combat Units

Walker Escort Section	3 x M12A1 Longstreet, 3 x M16A1 Hermes (1944 onward)
Armored Car Section	3 x M8 Greyhound
Recce Troop HQ Section	2 x M8 Greyhound
Light Tank HQ Section	2 x M3A1 Stuart
Light Tank Platoon	5 x M3A1 Stuart
Assault Gun Platoon	2 x M3 Halftrack, 2 x M8 Howitzer Motor Carriage
Recce Platoon	1 x Armored Car Section (HQ), 1 x Walker Escort Section, 3 x Infantry Scouting Squad, 3 x Tucker .50 APC

Default Morale: 3 (Qualified)

M8 Howitzer Motor Carriage

Proper use of this vehicle is important to the success of the Cavalry Recce Squadron in Geark Krieg. It may be used as just "off-board" artillery the weapon. However the weapon is also capable of acting as an "on board" assault gun to knock out dug-in infantry teams, machine gun nests and pillboxes.

THE MARINES CORPS

At the start of the war, the U.S. Marines where scattered all over the Pacific Ocean. Their routine tasks, up to Pearl Harbor, had consisted mostly of guard duty at embassies, patrolling supply depots, watching over dusty remote airstrips and repetitive shipboard duty. In one case, the troops of a Marine Infantry Battalion where placed on three different island bases. This disbursement was by no means unique; the Pacific is a big area with countless small islands.

In the initial phases of the conflict, each Japanese invasion force greatly outnumbered the local defenders. Several ill-timed military errors, such as MacArthur not taking precautions shortly after Pearl Harbor, leaving American bombers to be destroyed on the ground. In short, the U.S. Pacific forces, from the small garrisons up to the command structure, where not ready for battle: island after island fell to the Japanese. All the time Japan was expanding their war machine; including swelling their ranks with zombie troops.

However, the strike against the Americans focused their attention like never before. The ranks of the marines where filled by eager volunteers. Equipment came pouring out of the industrial sectors. Soon, entirely new divisions of marines where formed. Newspapers replaced tales of gallant 'Alamo' style defenders with the disruptive attacks of marine raiders and the heavy beatings given to trapped Japanese garrisons. The American combined invasion force of the Third and Seventh fleets amassed to retake the Philippines had nearly twenty each of fleet carriers, escort carriers and battleships. Roughly thirty cruisers and one hundred and fifty destroyers joined them to escort the hundreds of amphibious and transport ships.

Coming from the same country, the Marines shared much the same equipment as their Army brethren (in fact, Army units were sometimes used in the Pacific land battles). Marines fielded both Tank Battalions and Walker Battalions with the same organization as the Army's. The difference was in the necessity of being able to deploy vehicles from the water; the Sherman 'DD Tanks' and the amphibious versions of the Longstreet walker gave them the punch needed to break up a defended beach.

Additional fire support came from both sea and air. Naval vessels could circle an island to drop shells onto most of an island's countryside, providing Marines with artillery cover. Navy ships could also do this even before a land was taken to set up conventional artillery. Like the European theatre, the American offensive operations often had dominance of the air, from both carrier and land-based aircraft.

The inhabitants of the area were another source of support for the U.S. Marines. The substantially different Japanese cultural view of the worth of human life lead to what many called atrocities: 'death marches,' torture of captured Canadian defenders at Honk Kong, the execution of Filipino children, the creation of zombie troopers. Guerrilla forces abounded, especially where the Americans smuggled in weapons by submarine or parachute.

Divisions

The consistency of Marine Division varied greatly due to the aforementioned disbursements. A 'typical' Marine divisions had the following:

Two Marine Infantry Regiments, each made up of three Marine Infantry Battalions;

One Tank Battalion, with one company of Sherman DD tanks, one company of mixed medium tanks (non-amphibious Shermans and Grants) and two companies of Stuart light tanks (some with snorkeling equipment);

One Walker Battalion, using a walker platoon of four (4) M12A1A and one (1) M12A2A amphibious versions of the General Longstreet walker;

Possibly one Raider Battalion;

Possibly one Aerial Infantry Battalion (only two ever served in the Pacific theatre);

Plus the regimental and divisional support units for engineering, artillery, air defense etc.

Snorkeling Stuarts

The Stuart was also made in an amphibious version. Engineers couldn't get the vehicle to float, so instead a large snorkel system was attached on the rear of the vehicle. This allowed it to drive on the bottom of waterways that were up to five feet deep. This was sufficient for many river crossings and allowed the tank to drive off landing ships a distance back from the beach. If the snorkel equipment is in place, the vehicle should be considered to have the Amphibious Perk, although deeper water areas will still be off limits.

MARINE INFANTRY BATTALION

The Marine Infantry Battalion was a force of light infantry with two opposing requirements. On one hand, it needed to be able to guard ships and numerous isolated facilities. On the other, it was called upon to fight intense island battles. Fortunately, island warfare is relatively 'light' on armor due to difficulties in transportation.

While organized as a battalion, the forces also represented the guard troops. Depending on the size of the island, the force might be smaller than a squadron, a company or an actual battalion. Due to the constant possibility of air attacks, most of the marine positions were supported by .50 cal HMGs on anti-aircraft mounts or AA batteries.

When the war broke out, the scattered Marine Infantry were outnumbered, usually cut off from supply and facing a new threat: walkers. To deal with the latters, World War One-era anti-tank rifles that where being phased out of U.S. arsenal suddenly started being rushed out all across the Pacific.

Pacific Guerillas

*Equipped with the same weapons as U.S. Marines and trained by marines in hidden jungle camps, the guerilla forces fighting in the Pacific were organized similar to a Marine Infantry Battalion. Though lacking experience with their weapons these 'native' regiments are extremely fierce. The standard 'native' infantry battalion is of rookie quality (page 62 of **Gear Krieg**) of either Rookie or Qualified Morale (page 70 of **Gear Krieg**). Certain groups of guerillas may have even greater morale.*

MARINE INFANTRY BATTALION

INFANTRY COMPANY
1 x Marine HQ Squad
3 x Marine Infantry Platoon
1 x Marine Weapon Platoon

INFANTRY COMPANY
1 x Marine HQ Squad
3 x Marine Infantry Platoon
1 x Marine Weapon Platoon

INFANTRY COMPANY
1 x Marine HQ Squad
3 x Marine Infantry Platoon
1 x Marine Weapon Platoon

HVY. WEAPONS COMP.
1 x Marine HQ Squad
2 x Marine HMG (AA) Squad
2 x Marine Mortar Team
3 x Marine Antitank (Bazooka) Team
3 x Marine Antitank (Rifle) Team

BATTALION HQ
1 x Marine HQ Squad

SUPPORT
1 x Marine Antitank (Gun) Platoon
2 x Marine HMG (AA) Squad

Marine Infantry Units

HQ SQUAD
1 x Officer w/ SMG + Binocular
1 x NCO w/ Rifle
1 x Rifle w/ Radio
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle + Grenade

RIFLE SQUAD
1 x NCO w/ SMG
1 x BAR
1 x Assistant w/ Rifle
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle + Grenade
1 x Rifle + Grenade

ENGINEERING SQUAD
1 x NCO w/ SMG
1 x Pistol + Flamethrower
1 x Assistant w/ Rifle
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle + Grenade
1 x Rifle + Satchel Charge

LMG SECTION
1 x NCO w/ SMG
1 x LMG
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle
1 x Rifle

HMG (AA) SQUAD
1 x NCO w/ SMG
1 x HMG
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle
1 x Rifle

ANTITANK RIFLE TEAM
1 x NCO w/ SMG
1 x Anti-Tank Rifle
1 x Assistant w/ Rifle
1 x Anti-Tank Rifle
1 x Assistant w/ Rifle

ANTITANK (BAZOOKA) TEAM
1 x NCO w/ SMG
1 x Pistol + Bazooka
1 x Assistant w/ Rifle

MORTAR TEAM
1 x NCO w/ SMG
1 x SMG + 80mm Mortar
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle

Typical Combat Groups

Marine Infantry Platoon	1 x Marine HQ Squad, 2 x Marine Rifle Squad, 1 x Marine Engineering Squad, 1 x Marine Antitank (Rifle) Team
Marine Heavy Weapons Platoon	1 x Marine HQ Squad, 2 x Marine Mortar Team, 2 x Marine LMG Section, 2 x Marine Antitank (Bazooka) Team
Marine Antitank (Gun) Platoon	1 x Rifle HQ Squad Small, 3 x 37mm ATG, 3 x Truck

Default Morale: 4 (Rookie)

MARINE RAIDER BATTALION

In 1941, Major Carlson returned from actions in China where he had seen the effectiveness of guerrilla warfare. The President's son, Captain James Roosevelt, was so taken by the ideas that he wrote the Marine Commandant about the importance of "a unit for purposes similar to the British Commandos and the Chinese Guerrillas."

Intended from the outset for rear area combat, the Raiders had a high level of firepower. Many missions did not require the holding of territory, merely the destruction of enemy facilities in raids. In lieu of this, a new concept was introduced to the American armed forces: fire teams.

Each fire team was a 'squad in a pocket.' With a BAR, Thompson submachine gun, Garand rifle and grenades, each fire team had an answer to any threat. Furthermore, the fire teams were trained for one to pin the enemy while another moved in for the kill. Depending on the nature of the raid, the submachine gunner might also carry a satchel charge.

The most common means of insertion was by large submarine cruisers, such as *Narwhal*, *Nautilus* and *Argonaut*. Each one of these large vessels could, among alternate duties, transport a Marine Raider Company. The amphibious walkers were crane-loaded inside saddlebag-style pods. The submarine launched the Raiders from the surface. The walker's pods were cast off and the amphibious walkers sailed ashore towing part of the pod's shell as a supply-raft. During the raid, the submarine cruiser provided artillery fire support with its fore and aft 6-inch guns. Retrieval of Raiders would also be conducted by the submarine, though the walkers would have to be ditched.

MARINE RAIDER BATTALION

RAIDER COMPANY
1 x Raider HQ Squad
3 x Raider Infantry Platoon
1 x Raider Heavy Weap. Platoon
1 x Raider Walker Platoon

RAIDER COMPANY
1 x Raider HQ Squad
3 x Raider Infantry Platoon
1 x Raider Heavy Weap. Platoon
1 x Raider Walker Platoon

RAIDER COMPANY
1 x Raider HQ Squad
3 x Raider Infantry Platoon
1 x Raider Heavy Weap. Platoon
1 x Raider Walker Platoon

RAIDER COMPANY
1 x Raider HQ Squad
3 x Raider Infantry Platoon
1 x Raider Heavy Weap. Platoon
1 x Raider Walker Platoon

BATTALION HQ
1 x Raider HQ Squad

SUPPORT
2 x Raider Mortar Team
2 x Raider Antitank-Bazooka Team

Raider Infantry Squad

Raider Lead Fire Team
1 x NCO w/ SMG
1 x BAR
1 x SMG
(opt: +Satchel Charge)
1 x Rifle +
Rifle Grenade

Raider Fire Team
1 x BAR
1 x SMG
(opt: +Satchel Charge)
1 x Rifle + Grenade

Raider Fire Team
1 x BAR
1 x SMG
(opt: +Satchel Charge)
1 x Rifle + Grenade

Infantry Units

RAIDER LMG SECTION
1 x NCO w/ SMG
1 x LMG
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle
1 x Rifle

RAIDER ANTITANK-RIFLE TEAM
1 x NCO w/ SMG
1 x Anti-Tank Rifle
1 x Assistant w/ Rifle
1 x Anti-Tank Rifle
1 x Assistant w/ Rifle

RAIDER MORTAR TEAM
1 x NCO w/ SMG
1 x SMG +
60mm Mortar
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle

RAIDER ANTITANK-BAZOOKA TEAM
1 x NCO w/ SMG
1 x Pistol + Bazooka
1 x Assistant w/ Rifle

RAIDER HQ SQUAD
1 x Officer w/ SMG + Binocular
1 x NCO w/ Rifle
1 x Rifle w/ Radio
1 x BAR
1 x Rifle
1 x Rifle + Grenade

Typical Combat Groups

Raider Walker Platoon	3 x M12A1A Longstreet Amphibious, 1 x M12A2A Longstreet Amphibious
Raider Infantry Platoon	1 x Raider HQ Squad, 3 x Raider Infantry Squad, 1 x Raider Antitank Rifle Team
Raider Heavy Weapons Platoon	1 x Raider HQ Squad, 1 x Raider Mortar Team, 2 x Raider LMG Section, 2 x Raider Antitank Bazooka Team

Default Morale: 2 (Veteran)

AIRBORNES

America's large formations of airborne troops actually began as regular infantry. In early 1941, then-Colonel William Lee began an infantry-training program at Fort Benning with less then two hundred graduates. The need to be able to send troops into 'Fortress Europe' led to the creation of the 501st and 502nd regiments in 1942. Two infantry divisions had been reduced to just a shell from heavy fighting, the 82nd and the 101st. These two divisions became the first airborne divisions. They also helped encourage high morale by passing on the benefits of their combat experience to the rest of the force.

Previously, the British had conducted small raids with their Airborne Commandoes. The arrival of the U.S. into the war changed the magnitude of Allied air drops by a factor of one hundred. For each one, the U.S. used, and provided, clouds of C-47 Dakota airplanes to carry the troops. Furthermore, instead of a small group of roughly six troopers, each plane carried up to twenty plus their equipment.

The biggest restriction on airborne troops was a parachute's safe weight limit. Within this weight, one had to include the solider, the parachuting equipment, clothing, supplies for at least a day or two, knives for combat and getting out of a stuck chute, a firearm, several clips of ammunition and some grenades. Heavier weapons, such as machineguns or bazookas, were dropped in a separate supply pod, or the carrier was at risk if anything larger than a pistol was taken as a backup.

To overcome the weight limitation, the U.S. also developed another type of airmobile force. By using gliders, the infantry could carry their usual load of weaponry. Furthermore, small ground vehicles could be added to the force. These vehicles where limited to jeeps, the M11A3 Early walker and M22 Locust light tank (with its towed M1 mobile pillbox for additional firepower).

Aerial Infantry Battalions completed the American airborne forces. Using the Sikorsky M1 and M2 Personal Propeller Systems, they could not only land from the air but fly about in tactical maneuvers. Helodynes and the M15A1 General Washington 'Whirly Walker' provided heavy fire support. Unlike Airborne or Glider infantry, the Aerial Infantry Battalions were capable of self-launchings to travel up to 100 km to the target. If required, they were carried into the area by heavy bombers and then flew down under their own power.

Large Formation Drops

This optional rule takes into account the problems with landing a very large force by air. It the dropping check succeeds, the unit enters the map using the normal parachuting rules. If not, the unit is lost or scattered for some time. The large formation drop check is made for each squad, glider or vehicle. The unit rolls its Quality level versus a base Threshold of 2 (two), which is modified by the following:

+2	landing at night
+1	moderate winds
+2	heavy winds
+3	severe storm
+1	heavy flak near landing zone
-1	Glider or Paraglider
-3	Rocketpack or PPS
-1	large beacon/signal near landing zone

Aerial Infantry Rules

*For game purposes, the aerial infantry, including the mortar and machine gun teams, use same rules as Rocket Packs (**Wargaming Companion**, page 53 and 79). Due to limitations in the methods of flight, mortars and machineguns may not fire on a turn were they move.*

*For campaign play, a Sikorsky R5 helicopter can carry a load hanging in a cargo net to act as a supply transport. This allows the vehicle to count as a truck for supply purposes (see the **Wargaming Companion**). Doing so cuts the vehicle's speed in half.*

Since the M15A1 doesn't appear until 1944, for Aerial Infantry Battalions prior to 1944 replace the Aerial Walker Company with an additional Aerial Rifle Company.

AERIAL INFANTRY BATTALION

Aerial Infantry Battalions were made possible by the engineering genius of Sikorsky. The backpack-style M2 PPS made it possible for individual soldiers to nimbly move about. The larger quad-propeller M1 Personal Propeller System carried the crew-served weapons and their gunners (assistants and ammo bearers fly separately with a M2 PPS). Later on, "whirly" walkers gave them a much-needed heavy hitting punch.

Aerial Infantry quickly became in very high demand, being called on for scouting missions, artillery spotting, destruction of enemy supply and control facilities, rescue of downed air crew, capture of key bridges and their spectacular efforts in supporting landings in both theatres of war. Each Aerial Infantry battalion was thus treated as a divisional asset. Being very expensive to equip and train, there were only a few Battalions: six served with the Airborne Divisions, four with Armored Divisions in Europe, and two in the Pacific theatre.

As a divisional asset, the Aerial forces were normally parceled out in platoon or company-sized units on a mission basis. Only rarely did the full battalion take flight at once.

In the European theatre, perhaps the most unusual Aerial Infantry action was the attack on German's rocket pack facility, whose defenses included an SS Rockettruppen training camp. In the Pacific theatre, the aerial raids coincided with the numerous island-hopping landings. The most publicized Aerial Infantry actions included the massive Europe landing operations and when a handful of aerial soldiers, smuggled into Paris, attacked a gathering of German Generals at the top of the Eiffel tower.

AERIAL INFANTRY BATTALION

AERIAL RIFLE COMPANY
1 x Aerial HQ Squad
3 x Aerial Rifle Platoon
1 x Aerial Weapons Platoon

AERIAL RIFLE COMPANY
1 x Aerial HQ Squad
3 x Aerial Rifle Platoon
1 x Aerial Weapons x Platoon

AERIAL RIFLE COMPANY
1 x Aerial HQ Squad
3 x Aerial Rifle Platoon
1 x Aerial Weapons Platoon

AERIAL WALKER COMPANY
1 x Aerial Walker HQ Section
4 x Aerial Walker Platoon

BATTALION HQ
1 x Aerial HQ Squad

SUPPORT
1 x Recon Helodyne Platoon
1 x Heavy Helodyne Platoon

Infantry Units*

AERIAL HQ SQUAD
1 x Officer w/ SMG + Binocular
1 x NCO w/ Rifle
1 x SMG w/ Radio
1 x BAR
1 x Assistant w/ Rifle
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle

AERIAL RIFLE SQUAD
1 x NCO w/ SMG + Binocular
1 x SMG
1 x BAR
1 x Assistant w/ Rifle
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle + Grenade
1 x Rifle + Grenade
1 x Rifle + Rifle Grenade

AERIAL SCOUT SQUAD
1 x NCO w/ SMG + Binocular
1 x SMG
1 x SMG
1 x Rifle + Grenade
1 x Rifle + Grenade
1 x Rifle + Rifle Grenade

AERIAL ANTITANK SQUAD
1 x NCO w/ SMG
1 x SMG + Bazooka
1 x Assistant w/ Rifle

AERIAL MACHINE GUN SECTION
1 x NCO w/ Rifle
1 x MMG + MK1 PPS
1 x Assistant w/ Rifle
1 x MMG + MK1 PPS
1 x Assistant w/ Rifle
1 x Rifle

AERIAL MORTAR SECTION
1 x NCO w/ SMG
1 x Pistol + 60mm Mortar + MK1 PPS
1 x Assistant w/ SMG + MK1 PPS
1 x Rifle
1 x Rifle
1 x Rifle

AERIAL DEMOLITION SECTION
1 x NCO w/ SMG
1 x SMG + Satchel Charge
1 x SMG + Satchel Charge
1 x Rifle
1 x Rifle
1 x Rifle

**All are equipped with M1/M2 Personal Propulsion Units.*

Typical Combat Groups

Aerial Walker HQ Section	2 x M15A1 Washington
Recon Helodyne Platoon	5 x Sikorsky R1 Helodyne
Heavy Helodyne Platoon	5 x Sikorsky R5 Helodyne
Aerial Rifle Platoon	1 x Aerial HQ Squad, 2 x Aerial Rifle Squad, 1 x Aerial Scout Squad, 2 x Aerial Antitank Squad
Aerial Weapons Platoon	1 x Aerial HQ Squad, 2 x Aerial MG Section, 2 x Aerial Mortar Section, 2 x Demolition Section
Aerial Walker Platoon	5 x M15A1 Washington

Default Morale: 2 (Veteran)

AIRBORNE INFANTRY BATTALION

Airborne Infantry Battalions were organized to conduct large scale airdrops. In theory, they would land in a clear area near the objective, usually at night. Then they would surprise the target and hold in defensive positions until relieved. After being relieved, they would be pulled away from the front in preparation for the next airdrop.

In actual practice, the Airborne found themselves in the heaviest and sometimes longest battles of the war, often desperately trying to hold off Panzer formations. In several cases, it took longer than expected for the regular relief forces to break through, leaving the airborne dependent on airdropped supplies. Battles for the landing zones were particularly fierce.

After a drop, these veteran fighting forces would rest once the front moved to and through their position. Enemy counterattacks would start at about this time, and thus airborne often found themselves being called in as emergency reserves. This was how an airborne 'light infantry' unit came to halt the massive Ardennes offensive. Joining them was a nearby Walker Battalion equipped with the Jackson walker. The siege of the "Battered Bastards of Bastogne" became legendary.

The normal organization of the units making an Airborne Infantry Battalion was rarely seen. After an airdrop, the actual troops appearing might vary considerably. In some cases, mission-specific teams were organized for the demolition of bridges, ambush of reserves or the capture of command centers. What is listed here is a mix of 'official' and the 'typical' types of airborne formations.

AIRBORNE BATTALION

AIRBORNE COMPANY
1 x Airborne HQ Squad
3 x Airborne Platoon
1 x Airborne Weapons Platoon

AIRBORNE COMPANY
1 x Airborne HQ Squad
3 x Airborne Platoon
1 x Airborne Weapons Platoon

AIRBORNE COMPANY
1 x Airborne HQ Squad
3 x Airborne Platoon
1 x Airborne Weapons Platoon

AIRBORNE COMPANY
1 x Airborne HQ Squad
3 x Airborne Platoon
1 x Airborne Weapons Platoon

BATTALION HQ
1 x Airborne HQ Squad

SUPPORT
3 x 37mm Antitank Guns
3 x Airborne LMG Team
3 x Airborne Bazooka Team

Airborne Infantry Units

AMBUSH SQUAD
1 x NCO w/ Rifle
+ Binocular
1 x LMG
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle
1 x Rifle
1 x Rifle + Grenade
1 x Rifle
+ Rifle Grenade

CAPTURE SQUAD
1 x NCO w/ SMG
1 x BAR
1 x Assistant w/ Rifle
1 x SMG
1 x SMG
1 x SMG
1 x Rifle
1 x Rifle + Grenade
1 x Rifle + Grenade
1 x Rifle
+ Rifle Grenade

RIFLE SQUAD
1 x NCO w/ Rifle
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle + Scope
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle + Grenade
1 x Rifle + Rifle Grenade

HQ TEAM
1 x Officer w/ SMG
+ Binocular
1 x NCO w/ Rifle
1 x SMG w/ Radio
1 x Rifle
1 x Rifle

DEMOLITION TEAM
1 x NCO w/ Rifle
1 x Rifle
+ Satchel Charge
1 x Rifle
1 x Rifle + Grenade
1 x Rifle
+ Satchel Charge

MORTAR TEAM
1 x NCO w/ Rifle
1 x Pistol
+ 60mm mortar
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle
1 x Rifle

LMG TEAM
1 x LMG
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle

BAZOOKA TEAM
1 x Rifle + Bazooka
1 x Assistant w/ Rifle

Typical Combat Group

Official Airborne Platoon	1 x HQ Team, 1 x Bazooka Team, 1 x LMG Team, 3 x Rifle Squad
Official Airborne Weapons Platoon	1 x HQ Team, 3 x Bazooka Team, 3 x LMG Team, 4 x Mortar Team
Typical Anti-infantry Platoon	1 x HQ Team, 2 x Rifle Squad, 2 x Ambush Squad
Typical Assault Platoon	1 x HQ Team, 2 x Bazooka Team, 2 x LMG Team, 1 x Mortar Team, 1 x Rifle Squad, 2 x Capture Squad
Typical Destruction Platoon	1 x HQ Team, 1 x Bazooka Team, 1 x LMG Team, 1 x Mortar Team, 2 x Demolition Team, 2 x Rifle Squad

Default Morale: 2 (Veteran)

GLIDER COMBAT BATTALION

Glider Combat Battalions provided heavy combat resources to complement the light airborne infantry. The term 'heavy' is a relative term, as their vehicles were among the lightest in the U.S. arsenal. As with the Airborne Infantry Battalions, in theory they were only needed to engage the enemy for a short time. In practice, it was something altogether different. Equipped with heavier weapons, they got assignments to engage strongly defended targets.

The M11A3 walker was a special blessing to the glider troops. Capable of walking anywhere the infantry could go, it packed enough of a wallop to deal with typical rear-area emplacements.

Although grossly outmatched by German tanks, the M22 Locust was effective against enemy walkers. Another important role for the M22 was towing into position the M1 Mobile Turret, which was used to secure landing areas.

Carried in a separate glider, the M1 provided a full size anti-tank gun to the glider forces. Acting as a protective bunker, the M1 could be towed into a firing position to support the glider troops. After a successful offensive, the M1 could then be moved into position for defending the same area from counterattacks. Equipped with a radio, the M1 also made an excellent position to direct air and artillery strikes from.

Jeeps were another vehicle used by the glider troops. Often once the objective was reached, the jeep's pintle-mounted weapon was removed and fixed in a permanent position. The vehicle was then used to ferry supplies and wounded.

GLIDER COMBAT BATTALION

GLIDER RIFLE COMPANY
1 x Glider HQ Squad
3 x Glider Rifle Platoon
1 x Glider Weapons Platoon

GLIDER RIFLE COMPANY
1 x Glider HQ Squad
3 x Glider Rifle Platoon
1 x Glider Weapons Platoon

GLIDER RIFLE COMPANY
1 x Glider HQ Squad
3 x Glider Rifle Platoon
1 x Glider Weapons Platoon

GLIDER ARMOR COMPANY
1 x Glider HQ Squad
2 x Jeep (w/ .50 cal MG)
2 x Glider Walker Platoon
2 x Glider Tank Platoon

BATTALION HQ
1 x Glider HQ Squad

SUPPORT
2 x Jeep (w/ .50 cal MG)
1 x Glider Antitank Platoon

Infantry Units

GLIDER RIFLE SQUAD
1 x NCO w/ SMG + Binocular
1 x Assistant Leader w/ Rifle
1 x Rifle w/ Radio
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle w/ Scope
1 x Rifle
1 x Rifle
1 x Rifle
1 x Rifle w/ Rifle Grenade
1 x Rifle + Grenade
1 x Rifle + Grenade

GLIDER HQ SQUAD
1 x Officer w/ SMG + Binocular
1 x NCO w/ Rifle
1 x Rifle w/ Radio
1 x BAR
1 x Assistant w/ Rifle
1 x Rifle

BAZOOKA TEAM
1 x Rifle + Bazooka
1 x Assistant w/ Rifle

GLIDER MORTAR TEAM
1 x NCO w/ Rifle
1 x 80 mm Mortar
1 x Assistant w/ Rifle
1 x Assistant w/ Rifle
1 x Rifle

MMG TEAM
1 x NCO w/ Rifle
1 x MMG
1 x Assistant w/ Rifle
1 x Rifle
1 x Rifle

Typical Combat Groups

Rifle Platoon	1 x Glider HQ Squad, 3 x Glider Rifle Squad
Glider ATG Platoon	5 x M1 Mobile Turret
Glider Weapons Platoon	1 x Glider HQ Squad, 3 x Jeep (w/ .50 cal MG), 3 x MMG Section, 3 x Glider Mortar Section, 4 x Glider Bazooka Team
Glider Walker Platoon	5 x M11A3 Early
Glider Tank Platoon	5 x M22 Locust

Default Morale: 3 (Qualified)

Chapter Three: The British Commonwealth

At the outset of hostilities Britain, with its extensive colonial commitments, was one of the few nations possessing a large standing army. With the additional forces located in the 'Territorials,' a form of army reserve, and the standing armies of the Commonwealth nations the British Empire had some 1,000,000 men under arms. Adding to this the fact that every formation was fully equipped and at full strength, the British and Commonwealth forces represented a substantial fighting force.

Geared to the protection of colonial assets and still harboring a High Command yearning for the Glory days of the Empire, however, Britain's military had not kept pace with the changing face of warfare. Questions were raised as to the effectiveness of the new combat vehicles and their abilities. Yet the British High Command felt confident in its troops ability to defend the empire from attack.

The British Army had a long and illustrious history, steeped in tradition and honor. This culture provided for strong and tenacious troops willing to 'do and die' for 'king and country' and 'the honor of the regiment.' This would often be the glue that held together these units in the darkest days of the early war years, and the source of the resolve to win at all costs as fate hung in the balance.

FOR KING AND COUNTRY

The end of the war in 1918 saw a rapid return to what was termed 'real soldiering.' In the years between the wars, the British returned to their perennial problem of maintaining and defending their far-flung Empire. The unique structure of the British army was well-suited to fulfilling this role, with small professional units enjoying full motorization, under competent command. Due the dispersed and defensive nature of its structure, however, it posed a great barrier to the development of new tactics.

There was a great deal of resistance to change in this environment. Without the forward thinking of persons such as General Fuller and prominent strategist Liddell-Hart, Britain may well have abandoned armored warfare altogether. Nevertheless, through enthusiasm and perseverance, elements within the British military were able to secure funding for experimentation into the new armor warfare.

THE EXPERIMENTAL YEARS

The British initially concentrated on the development of the tank. Individual tankettes, crewed by one or two men, were examined and, despite continued French interest, were abandoned. Instead, a medium chassis with a revolving turret proved to be the most effective design. With a direction finally laid down, great leaps were achieved in both range and reliability, and the modern tank began to take shape.

By the 1930s, with much of the technical limitations of the tank-type vehicle now resolved, attention turned to devising tactics for the use of these new weapons. Much of the existing military intelligensia, comprised mostly of Great War commanders, saw the tank as subservient to the infantry. Speed and maneuverability was to be sacrificed for protection in the role of infantry support. Others claimed that the tank could become the cavalry of the modern battlefield. With strong proponents on both sides, the British took the unusual approach of developing both ideas, creating 'Infantry' and 'Cruiser' classes of tanks.

It was not until the unveiling of the PanzerKampfer at the Berlin Olympics that British High Command paid much attention to the development of mechanized warfare. Only Germany's development of the walker, the vehicle that would come to symbolize the new warfare, suddenly increased funding. Rapidly raising a force of walkers themselves the British feared they would trail in development throughout the war.

THE PHONY WAR (OCT 1939 - MAY 1940)

France and Great Britain declared war in an attempt to scare Germany into withdrawing from Poland. They proved reluctant to commit troops, however, and so began what was dubbed the 'Phony War.' The French, content to sit behind the supposedly impregnable Maginot Line, did not want to commit forces after their abortive Siegfried raid. Britain, wracked by internal dissent in Neville Chamberlain's government, vacillated. Limited bombing raids, consisting mostly of pamphlets, were all that Chamberlain would sanction.

In October 1939, stung by widespread criticism, Chamberlain was goaded into action. A number of MPs felt he had not been prosecuting the war with the vigor it deserved and demanded Chamberlain invite Winston Churchill into his government. Offering the post of First Lord of the Admiralty, a position he'd previously held during the Great War, Churchill immediately authorized offensive operations against the German navy. His actions prompted a memo to be circulated throughout the Admiralty simply saying *Winston's back.*

THE NARVIK MISADVENTURE

Convinced that the German dependence on Swedish iron ore, which needed to be transported through Norway, was a glaring weakness, British High Command, led by Churchill, were determined to exploit it. The British and

French readied an Expeditionary Force to land in Norway and planed to sail on April 8th.

Unfortunately the Germans, anticipating this move, were one step ahead of them. Their invasion force began its attack on April 9th. Despite heavy naval losses inflicted on the Germans by the Royal Navy, including the destruction of the light cruisers *Karlshruhe* and *Königsberg* and the heavy cruiser *Blücher*, the German land invasion progressed well.

In an attempt to support Norwegian troops, substantial Allied reinforcements landed near Narvik on April 16th. Hampered by the harsh conditions, and under merciless air attack from the Luftwaffe, these forces floundered. On May 3rd, realizing that they could not prevent Norway from collapse, but determined to deny the Germans its iron ore, one last effort was made to secure Narvik, which still remained in German hands. After a protracted operation on May 28th, Narvik was taken in an all-out assault. Realizing there was no way to hold against ever-increasing German forces, it was abandoned on June 7th.

This misadventure was the final straw for Neville Chamberlain who resigned on May 10th, 1940 to be replaced by Winston Churchill.

THE BATTLE FOR FRANCE (MAY 10 - JUNE 1940)

On the morning of May 10th, the Anglo-French Armies stationed on the border began their advance to support Belgium, as planned. The British and French, however, had made a disastrous miscalculation: the Ardennes forest, stretching almost a third of the way from the end of the Maginot Line to the English Channel along the Franco-Belgian border, was considered to be impassable by a modern army. In this the Allies were to be proven fatally wrong. The French stationed only twelve weak divisions in the whole sector, and the main thrust of the Wehrmacht's drive into the West would fall on their heads. The Ardennes offensive would hook west and then north, trapping the bulk of the Allied armies in Belgium. By cutting their supply lines, the trapped French and British would be quickly destroyed.

By the 13th of May, General Guderian's forces had crossed the River Meuse at Sedan. The French had yielded the left bank without firing a shot, after first blowing up all the bridges. All but one — an old weir that the French felt would lower the river level too much if destroyed was left standing and unguarded.

By the afternoon of May 14th, the Germans had torn a fifty mile-wide breach in the Allied lines. By the 16th of May, the Commander-in-Chief of the French army, General Gamelin, recalled the Anglo-French armies out of Belgium. In spite of counter-attacks by Colonel (later General) DeGaulle from May 17th to 19th north of Laon, the German Blitzkrieg rolled on unchecked.

Early in the morning of 20th of May, Rommel's troops occupied the heights around the town of Arras. The British Expeditionary Force, along with all the French troops in Belgium, were perilously close to being cut off. The deadly anti-tank fire of Rommel's 88-caliber guns and the hit-and-run attacks of his Kampfers against the lumbering and slow British machines smashed the Allied counterattacks on the German positions. The few Cavalier crews with the BEF hurled their walkers at the enemy with all the dash of the Light Brigade at Balaclava, and they were just as doomed. Unable to break the German noose, it was time for the British to retire to the Channel ports.

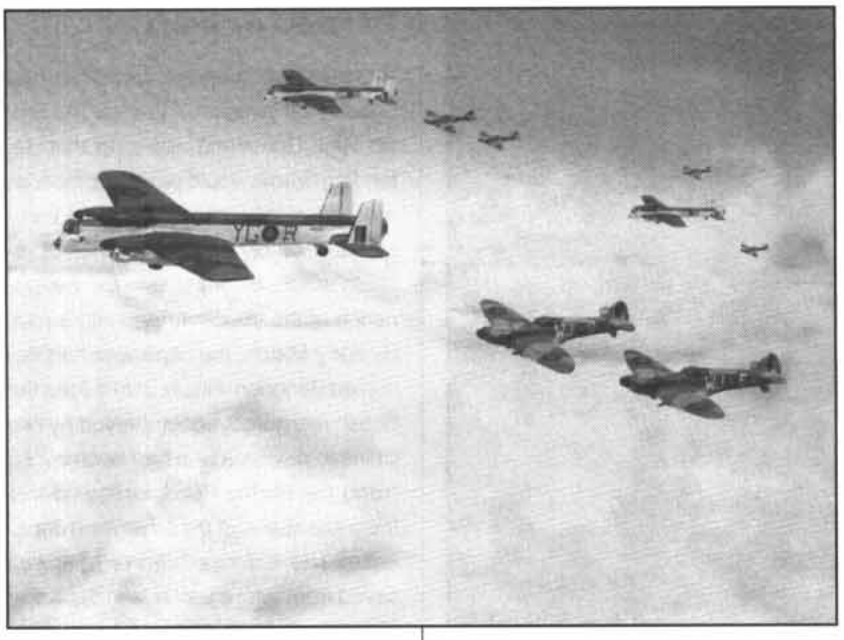
DUNKIRK

The British began to withdraw, and the race was on to evacuate as many as possible back to Britain. The Germans reached the Channel on May 25th; the same day British forces began to stream into Dunkirk.

Churchill ordered the evacuation of the BEF from France; the Royal Navy began Operation Dynamo on May 27th. In the seven and a half days of Dynamo, the Royal Navy rescued 338,226 troops, 120,000 of these French and Belgian in origin. The Admiral in command, Sir Bertram Ramsey, mobilized every available ship on the south coast of England: yachts, ferries and fishing boats, as well as Navy ships, were responsible for the "Miracle of Dunkirk." Stirred by this example, Winston Churchill declared in the House of Commons on June 4th: *"We shall fight on the beaches, we shall fight in the fields, we shall defend our island...and we shall never surrender."* All of the evacuated troops, however, left with no other equipment beyond their rifles. All the surviving heavy equipment were either destroyed or abandoned on the Dunkirk beaches.

Britain found herself in the position of having only one fully equipped division available for the defense of their home islands, and the soldiers in that division were not even British! It was the Canadian First Division, freshly disembarked from their transatlantic transports, that would have to bear the brunt of a prospective Nazi invasion.

Operation Dynamo continued until June 4th; the last ship, the Royal Navy destroyer *Shikari*, embarked French troops of the rearguard and steamed out of the harbor at 3:40 AM, leaving France to her fate.



THE BATTLE OF BRITAIN (JULY TO SEPTEMBER 1940)

It was during the height of the Battle of Britain that the abortive "Operation Sealion" occurred. Warned by code intercepts, British High Command mobilized every fighting man available for its defense, and RAF fighter command was held in reserve to counter Luftwaffe operations.

Warned to the minute of the enemy's arrival, the RAF pounced on the ponderous Fallschirmjager transports and gliders, destroying many of them before they could jump. As the landing elements arose out of the water in specialized amphibious walkers, they were met by a hale of fire. At this point, Royal navy ships came into view and began shelling the beach. With nowhere to run, the German quickly withdrew, abandoning most of their landing force to their fate.

Though the defense had been costly, it had been a total success. The flagging morale of the troops was bolstered, with the Germans receiving their first defeat of the war. Shortly after the Luftwaffe, now a spent force, suspended operations over Britain, and the Battle of Britain was over.

THE GREEK EXCURSION

Meanwhile, events in Greece had deteriorated. The great Greek statesman Metaxas had died and, fearful of invasion, the Greek king had requested British assistance. Churchill ordered troops from the battle tested 8th Army, over the vigorous objections of its commander, to set sail.

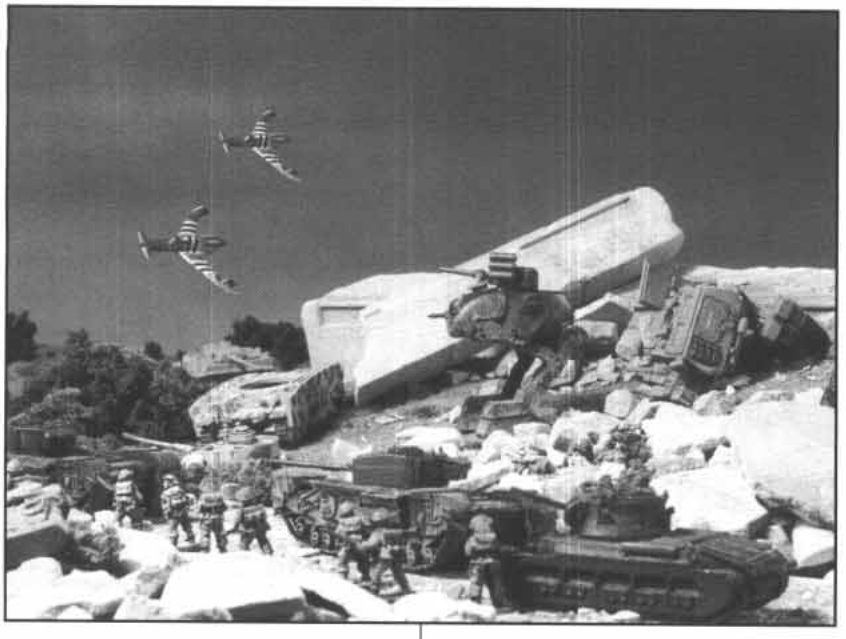
The arrival of these troops in March 1941 precipitated a German invasion rather than preventing it. Invaded through neutral Yugoslavia, the Greek and British defenders, in the wrong place at the wrong time, were thrown into disarray. Despite valiant efforts, they were soon outmaneuvered and forced to retreat. Once again, the Royal navy successfully evacuated the shattered remnants of the British forces, depositing them on the island of Crete, again leaving behind virtually all of their vehicles and equipment.

Hoping to use Crete as a staging point for renewed operations in the Balkans, the British began to re-equip their forces and fortify the island. On May 21st, however, the largest airborne operation to date was launched by the Germans. Operation Mercury's aim was the elimination of Crete and it fell full force onto the British defenders. Though closely fought, by the end of May Crete was in German hands with the demoralized remnants of the British defenders evacuated back to Britain.

NORTH AFRICA

In North Africa, despite a major German offensive, the Australians had managed to hold out in Tobruk and were a major thorn in Rommel side. Deep behind the lines, they harassed his overextended supply lines and diverted troops and equipment, sorely needed at the front, to their containment. With the German offensive stopped just inside the Egyptian frontier, the British gained some breathing room to rebuild their forces. After a short period, Operation Battleaxe was launched but made little progress. Called off before too much damage was incurred, preparations for a further offensive were undertaken.

Aided by Rommel's belief that the British would not undertake a renewed offensive so soon, Operation Crusader was launched. Succeeding more by luck than judgment, surprised German forces were forced to fall back; by the end of December, Tobruk was once again in British hands. With the ports open once again, the battle for North Africa had momentarily turned again in the British favor. Like the tireless shifting of the desert sand, however, the fortunes of war were to change time and again in the months ahead. (For more information on the Desert War, see the **Africa Theater** sourcebook.)



OPERATION EXETER

As Greece and Crete fell to German control, and with the British offensive still to get underway in North Africa, yet another threat reared its ugly head against the Allied cause. In 1941, Germany attained the rights to use the French Middle East as a staging ground to assist its ally, Iraq. Always cautiously eyed by Britain, suddenly Vichy-controlled Syria and Lebanon became a major strategic problem.

By April 1941, Axis forces began landing at the port city of Beirut. Elements of the Orientkorps, a mix of German, Italian, Vichy and local Pan-Arabist units, began to take shape and grow in strength. Though desperately stretched to the limit, British High Command knew they had to strike, or face the possibility of yet another front developing.

On the morning of July 10, 1941, Operation Exeter creaked into action, with British and Free French forces spilled across the borders of Transjordan and Palestine. Striking out towards Beirut and Damascus swift progress was made until the fighting entered Beirut proper and the first formations of the Orientkorps were encountered.

Over the next two months, a savage battle swept across Lebanon and Syria as the Orientkorps fought a running battle with Allied forces for control of the oil pipelines. The conflict was characterized by a lack of resources on both sides. Fearing a protracted conflict Britain diverted forces from the reinforcement of Africa to finalize the conflict. Eventually Beirut and then Damascus fell though at considerable loss to both British and Free French forces.

Orientkorps, suffering from a lack of serviceable vehicles and low on supplies, retreated into Iraq. With British relief forces streaming across the border and with the capture of Habbaniaya in September, the pro-Axis regime fell and what remained of the Orientkorps retreated into Persia. British High Command, thankful that their gambit to commit reserve forces had paid off, rapidly redeployed troops to the African theater to counter the growing Axis threat.

DEFENSE OF INDIA

By mid-December, the Japanese had begun their invasion of Burma. The British High Command, realizing that defending Burma would prove impractical, ordered a full withdrawal. Field commander Hutton initiated a series of retreats which, chiefly due to the inexperience of the troops, turned into a rout. By early March, the Japanese had occupied Rangoon. Finally, in mid-May, the British rearguard, accompanied by two Chinese divisions who had been cut off along the Burma Road, straggled into India just ahead of the advancing Japanese. The disorganized retreat was saved from total disaster with the onset of monsoon rains, halting further offensive activities.

For the remainder of 1942, the Burmese front stagnated, with both sides occupied elsewhere. British High Command, hoping to emulate the success in France and Africa with irregular units, did however dispatch Orde Wingate, a veteran and hero of the Ethiopian campaign, to India, charged with the organization of guerillas for operations in Burma.

NEW GUINEA

On the 8th of March, the first of a series of Japanese landings in New Guinea occurred. The Japanese, intent on securing Port Moresby by early May, engaged U.S. naval forces in the Battle of the Coral Sea. Their subsequent defeat meant the attack would have to be conducted overland, which they attempted via two pronged approach, one moving along the coast and one conducted overland via the Kokoda trail. Despite initial gains, supply problems and fierce Australian resistance had forced the Japanese to withdraw by September. It was the first major defeat of the Japanese army after Pearl Harbor.

OPERATION HUSKY

With the completion of the Tunisian campaign, the British turned their efforts to securing Sicily, seen by all as the access road to the South of Europe and the weak belly of the Axis. By denying this island to the Germans, they would simultaneously protect their shipping from air attack in the Mediterranean and gain a staging area for the invasion of Italy and the subsequent liberation of Greece. Knowing the Germans would be aware of the strategic significance of Sicily, British intelligence planned a series of diversions, including the famed "Phantom Officer," to convince the Axis that the invasion force would be used elsewhere.

So successful were these ruses that vital troops were removed from the defense of Sicily, allowing the British landing to be carried out with little difficulty. With British forces already on the island the Germans, realizing it was pointless to resist, skillfully withdrew what remained of their garrison to the mainland.

THE FALL OF ITALY

With Sicily now firmly in Allied hands, the British High Command, not wanting to loose momentum, swiftly made plans for the invasion of Italy, involving a two pronged landing, one at the 'toe' of Italy in Calabria and one at Salerno just south of Naples. The landings at Calabria were totally unopposed and gained a valuable toehold; however the Germans reacted quickly to the landings at Salerno and, despite the Italian surrender declaration of war on Germany, were able to contain the beachhead for some time.

After a difficulty fight, Naples finally fell to the Allies. From here the Italian campaign became a slogging match through mountainous terrain and well prepared German defenses. Eventually, British High Command conceded that the war would not be won through Italy. As resources were stockpiled for Operation Overlord, the Italian theater was been starved of supplies and became somewhat of a side show for British High Command.

The 'Phantom Officer'

As part of their counterintelligence operations preceding the invasion of Sicily, British Intelligence came up with one of their most cunning plans. In order to deceive the Axis into believing that the attack would not be in Sicily but elsewhere, they disguised a dead body as a British Major and planted documents suggesting the invasion would take place in Cardinia.

To ensure that German intelligence would believe the hoax, every detail was attended to. Personal letters were invented and theatre and bus tickets added to his pockets. Even the careful selection of the body, a man who died from pneumonia, ensured his lungs were full of fluid just as if he had drowned.

The result of this deception was overwhelming, with the Germans moving a crack paratroop division to Sardinia. As a result, the main landings at Sicily were conducted against minimal opposition and was a total success.

AFTER THE WAR TO END ALL WARS

The British Mk IV and V tanks had proven a decisive factor in the collapse and defeat of the German Army in the final months of the Great War. With the armistice in place and the Versailles Treaty in effect, however, the British high command began to abandon the idea of the tank. Indeed, much of the British senior command saw the tank as an anomaly, and with the conclusion of hostilities hankered to get back to 'Real Soldiering.' To this end, much of Britain's military development went into perfecting artillery, still seen by most as the queen of the modern battlefield. This led to intricate and detailed tactics for the use of artillery to support traditional infantry attacks. It was only through the efforts of forward thinking generals, such as Elles and Fuller, that kept the tank from being sidelined or abandoned altogether.

General William Slim

The original shoestring General, he fought in what were officially termed sideshows and secondary actions throughout both wars and the intervening period between. Permanently operating without adequate supplies or equipment, nevertheless He excelled in getting the most out of his limited resources, basing whole engagements around but a handful of light tanks or armored cars.

He successfully conducted campaigns in Iraq, Syria, Persia and Burma. He occasionally found himself in delicate political situations, especially in the Middle East, where careful handling of the volatile politics could mean the difference between success or failure. Often commanding Indian troops he showed great respect for talent and discipline, more so than for many of his British units he commanded. Slim was a very down to earth commander who was popular with his troops and without such commanders fighting successfully in the backwaters the major campaigns would never have been won.

EVOLUTION

Initially concentrating on the Tanks themselves, new heavy turreted designs were developed and tested. Though lighter one and two man tanks were explored, they mostly proved impractical and the concept was largely abandoned. Great leaps and bounds were made in improving both the range and reliability of new designs and by the 1930s the emphasis shifted to devising new and improved command and control methods and battlefield tactics. Where formerly a mix of morose code and signal flags (!) were used for communication, this antiquated system was replaced by a network of voice transmitting radios. This single modernization revolutionized mobile warfare allowing sophisticated maneuvers to be carried out and coordinated between distant formations. However an ever skeptical and budget conscious War ministry balked at the cost and the future of an independent armor formation looked doomed. One single event in 1936 would change all that.

In 1937, the first PanzerKampfer was unveiled to a at once amazed and shocked world. Here was a machine devised for but one purpose. War. The resultant climate fostered rapid rearmament throughout the world and Britain was no exception. The new 'Walkers' as they became know in England found instant acceptance in the stayed High Command. Here was a vehicle that enabled the return to the glory days of the Cavalry unit. Just 4 years later the BEF would have a considerable number of homegrown walkers accompany them on their ill fated expedition into Europe. The very face of British armored warfare had changed forever.

Lieutenant General Bernard Law Montgomery

Serving in India during the heyday of the Empire he gained his initial combat experience in the on the Northwest Frontier as a military 'troubleshooter'. Serving as an infantry officer during the Great War he fought on the Western front where he was wounded in battle. He earned a reputation as a diligent commander, specializing in night actions, which he drilled his troops in ruthlessly. By the Beginning of WWII he was commanding the prestigious 3rd 'Iron' division that was selected for service in the BEF.

Moved to support the Belgians but rapidly surrounded and cut off by the Germans he was ordered to fall back to Dunkirk. With the 3rd's extensive night fighting training, Montgomery was able to move at night and take cover during the day. This enabled the 3rd to move freely without worry of refugee congested roads or Luftwaffe air attack. As a result the 3rd Division escaped from Dunkirk virtually intact. Eventually posted to Africa he continued his signature training regime with the 8th Army, himself partaking in daily runs and ensuring he had 8 hrs sleep every day. Though highly criticized for this he was able to continue command without the stress related problems other Generals suffered. Beloved by his men he was a real 'soldiers' commander who conducted warfare through careful planning and marshaling of resources.

GENERAL MILITARY TACTICS

Strong tradition and resistance from High Command dictated from the outset of World War II that British tactics emphasize the use of infantry above all other service arms. In the attack Infantry would avoid small unit actions in favor of a steady board advance, often culminating in a bayonet charge. To facilitate these tactics great emphasis was placed on the use of artillery, both at beginning of the attack, to soften up enemy resistance, and during, in the form of a rolling barrage, to disorient defenders and screen the infantry from incoming enemy fire. Once the Infantry had achieved a breakthrough special mechanized infantry formations would advance into the enemies rear to create disruption and panic.

In this situation the role of the tank and the new walker became subservient to the infantry, giving rise to two distinct vehicle design philosophies. To support the infantry directly 'Infantry Tanks' were developed. Heavily armed and armored these machines were deliberately slow to prevent them outrunning the infantry they supported. This however left them incapable of exploiting any breakthroughs made by the infantry. Instead a second class of vehicles, known as 'Cruiser Tanks', was produced. Sacrificing both armor protection and weaponry to achieve substantial speed and maneuverability these tanks were built for speed above all else. By their very nature Walkers tended to fall into this category and collectively became the new cavalry the British high command desperately sought. This dogged adherence to outdated military concepts would cost the British dearly in the early years of the war.

Rain of Fire

The British army has a strong tradition of innovative and effective employment of artillery and world war two was no exception. Out of the lessons learned in the Boer War and throughout the Great War the Royal artillery honed their skills to a razor's edge. Utilizing four and eight-gun batteries, the British were adept at conducting coordinated fire plans in support of attacks and defense alike. Adept at unplanned fire missions, there were numerous instances of enemy counter attacks dying in a hail of well-timed shells. On several occasions during the North African campaign, the entirety of the British artillery corps fire was directed onto a single target, with devastating consequences. Aided by arguably the most modern field artillery piece of the war, the 25-pounder, the Royal artillery was well respected by friend and foe alike.

The practice of using rolling barrages was an oddity confined to the Commonwealth forces. While commonplace during the Great War, most armies had abandoned the technique due its complexity and casualties caused by any miscalculation or 'drop shorts.' However the British high command considered the surprise, disruption and cover more than compensate for any disadvantages. This technique along with aggressive infantry tactics often proved an unstoppable force.

ARMY STRUCTURE

The British Army, being responsible for protecting a far flung Colonial Empire, found it impractical and cost prohibitive to maintain large formations of standing troops. Instead each Regiment consisted of two full strength battalion, one usually posted overseas on 'colonial duties', with a further under strength battalion in Britain tasked with home defense. These units would be rotated at semi regular intervals to provide even field experience. A third training battalion would be responsible for raising replacement personnel for the first two. Upon mobilization the training battalion would be brought up to full strength and made active, bringing the regiment up to full strength. This system proved both cost effective in peacetime while still allowing for rapid mobilization in the event of war.

Though the regiment was the center of a units history and tradition, unlike other armies, it existed purely as an administrative rather than combat organization. When on active duty a battalion was identified by its regimental name, with its battalion number serving as a means of differentiation. Generally a regiments battalions did not fight together in combat but operated as separate independent units.

For larger or combined arms operations a brigade, consisting of between 2-5 battalions, would be formed and would function similar to a German Kampfgruppe or American regiment. Brigade formations proved more flexible than a traditional regimental structure as it allowed for the direct attachment of support personnel, such as artillery and armor, directly to brigade command. Often this would become a permanent arrangement, with some brigades becoming formidable combat formations in their own right. Divisions consisted of between 2-5 brigades and any specialized supporting formations not allocated directly to brigade control.

This gave rise to a hierarchy of support unit allocation and control specific to the British and Commonwealth forces. Common support units such as artillery and armor would be provided from brigade support while such things as Royal Armored Engineers, Heavy tank support would be drawn from divisional sources. Unique units like the LRDG and commandos were a special case and existed outside the formal structure, committed wherever their special skills were deemed necessary.

Commonwealth Ranks

COMMISSIONED OFFICERS	NON-COMMISSIONED RANKS
2nd Lieutenant	Private
Lieutenant	Lance Corporal
Captain	Corporal
Major	Sergeant
Lieutenant Colonel	Platoon Sergeant Major
Colonel	Company Sergeant Major
Brigadier	Battalion Sergeant Major
Major General	Regimental Sergeant Major
Lieutenant General	
General	
Field Marshall	
Monarch	

British Awards and Decorations

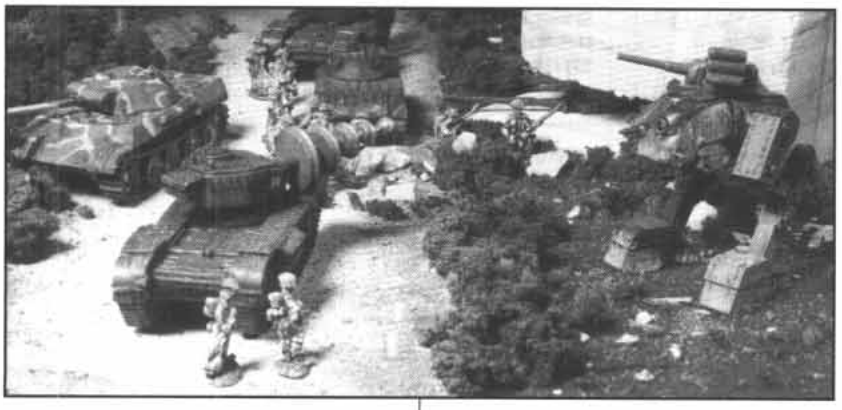
Military Cross/Medal: *The Military cross was one of the more common awards. Awarded for meritorious conduct, usually involving conspicuous bravery in a noteworthy action. The Cross, consisting of a simple cross, fluted at its ends was awarded to Officers, with the Medal, a simple disk bearing the profile of the King, being awarded to other ranks.*

Distinguished Service Order: *This was more akin to an award for recognition of service than a medal but was presented as a simple white enameled cross with the British crown in its centre. An outgrowth of the traditional knightly orders, the D.S.O. was more usually given to officers than enlisted men. It represented continued exemplary service to the British armed forces or bravery in a single noteworthy action.*

Victoria Cross: *the most prestigious award given to British and Commonwealth servicemen and women, the Victoria Cross dates back to the Crimean war. Each was stamped from bronze extracted from guns captured at Sevastopol during that war and consisted of a fluted cross bearing the British seal with the words 'For Valour'. Usually awarded for acts of extreme bravery it was often awarded posthumously. On some occasions it was awarded for a series of acts over a long period of time or to non service persons for extreme bravery in the face of the enemy. A bearer of the VC would command respect anywhere within the Commonwealth.*

ARMORED BATTALIONS

Britain developed the first ever armored vehicle during the Great War. To hide this new weapon's existence from German spies, they were identified as 'water carriers,' and the term 'tank' naturally followed. By the close of hostilities in 1918, the tank had become an integral part of almost every Allied offensive, and was credited with helping to win the war. Yet, British High Command were dubious of this new weapons effectiveness, and wanted to get back to 'real soldiering'. Despite efforts by forward thinking commanders within the High Command British Tank development was given a low priority. Poor funding limited the development and growth of armored forces until events in 1936 led to a rapid increase in funding.



ROLES

British armor doctrine stipulated that armor be used in one of two distinct roles. The first was to provide direct support to the infantry in supporting their forward advance. The second was analogue to that of traditional horse cavalry, that of a fast moving rapid response unit, able to exploit any breakthrough made by the infantry. Armored Battalions, though having limited numbers of 'infantry' tanks, fulfilled the later role. Instilled with the cavalry ideals of shock and speed, early British armor actions were characterized by dashing advances and headlong charges. While 'absolutely glorious stuff' this often led units into well placed ambushes that resulted in heavy losses of men and machines. This, along with chronic design and mechanical faults in their tanks, caused a crisis of faith develop that culminating in Africa with outright refusal to attack. Fortunately with the Axis' collapse and arrival of substantial U.S. aid, including the numerous Sherman tank, morale has picked up. By the close of 1943 most armored battalions are now at full strength, their soldiers having learned from painful experience, now stand ready to take the fight into Europe proper.

TROOPS AND SQUADRONS

The basic combat unit for Commonwealth armored forces was the Troop, a group of four vehicles fighting together (usually under the command of a Lieutenant). It served a similar role to the infantry platoon, and was often referred to as such. Vehicles within a troop shared similar markings and fought in a coordinated fashion.

Likewise, a group of tanks composed of three Troops and a HQ group was called a Squadron, but was otherwise equivalent to a company in its role and requirements. The terms are used interchangeably here and in the tables of organization that follow in the next few pages.

7th Armored Division

Known as the "Desert Rats" after the Jerboa (or "Hopping Mouse") of the Sahara, the 7th Armored Division was one of the few divisions involved in the desert war from beginning to end.

Initially consisting of only a handful of tanks and identified as the Western Desert Force, it later rapidly increased in size and was redesignated as the 7th Armored Division. It was involved in every battle in Egypt and Libya, from the triumphant victory over the Italians in 1940 through to the hard fought battles with Rommel, until the final conquest of North Africa.

During the Battle of El Alamein, the 7th was involved in a feint to the southern end of the battle. Employing the new Scorpion Flail tanks to clear mines they were able to surprise the Germans who thought their flanks were secure.

The 7th Armored Division became so synonymous with desert warfare that they adopted the Hopping Mouse, the great survivor of the desert, as their unit symbol. Remaining part of the 8th Army during the invasions of Italy and Sicily, it has been recalled to England in preparation for the main European invasion landings.

ARMOR 1939-41

Early British Armored battalions were lavishly equipped formations consisting of some forty tanks and twenty walkers of various types. The rapid replacement of one squadron with walkers caused considerable logistic headaches along with the technical problems associated with the new experimental vehicles. Despite this, the Armor battalions committed to the BEF were formidable formations. However France would provide some harsh lessons for these fledgling formations: with no provisions for infantry support and only tertiary training in inter arm cooperation and coordination they proved totally unprepared for the new warfare of Blitzkrieg. Outrun and outmaneuvered, these units became easy prey to Luftwaffe attack and suffered accordingly.

After the near disaster at Dunkirk, most armored battalions found themselves desperately short of tanks and the vital new walkers. Throughout the early phases of North Africa, there was marked deficiency of effective armor, forcing what remained to be concentrated in one area to maintain its effectiveness. The open deserts have proved perfect for the feared German 88 and this coupled with outdated notions of 'cavalry' tactics delivered punishing casualties to these units. Compounding this was the mechanical unreliability of the Crusader, the primary vehicle of the armor battalion, caused a crisis of confidence within the British armored forces who were accused of being 'gun shy.' By the end of 1941, only the Australian and New Zealand armor corps continued to conduct offensive operations, with virtually all British armor battalions refusing to attack.

Basic Combat Groups

CRUISER TANK PLATOON

5 x Cruiser Tanks

CRUISER TANK HQ

2 x Command Cruiser tanks

British Cruiser Tank Battalion

CRUISER COMPANY
Cruiser Tank HQ x 1
Lt Platoon x 1
Hvy Platoon x 2

CRUISER COMPANY
Cruiser Tank HQ x 1
Lt Platoon x 1
Hvy Platoon x 2

CRUISER COMPANY
Cruiser Tank HQ x 1
Lt Platoon x 1
Hvy Platoon x 2

BATTALION HQ
Cruiser Tank HQ x 1

SUPPORTING UNITS
Up to 4 Brigade level units
Up to 2 Divisional Level Units
Up to 1 Special Units

Typical Combat Groups

Cruiser Tank Platoon (Light)	Stuart x 5
Cruiser Tank Platoon (Heavy)	Crusader I x 5
Cruiser Tank Platoon (Heavy)	Crusader II x 5
Cruiser Tank HQ	Crusader II x 2

Default Morale: 3 (Qualified)

ARMOR 1941-43

With the arrival of substantial material from North America, many of the Commonwealth armor battalions were brought up to strength. The addition of the Sherman medium tank in limited numbers bolstered the effectiveness of the armor battalions against the previously superior German tanks and walkers. British High Command, due to battle experience and overall vehicle shortages, downsized tank troop sizes from 5 to 4 vehicles. This move allowed not only for a more flexible troop but also enabled the re equipping of much of the ravaged armor corps. From lessons learned through painful battle experience the armor battalions began to alter their tactics. More emphasis was placed on inter arm cooperation between both infantry, armor and artillery. However the crucial lack of supporting infantry directly attached to an armor battalion was not increased and would remain so for the duration of the war.

With the conclusion of the 'Battle of Britain' much of the RAF was freed to assist in close air support in Africa, attempting to dispel the troops nick name of 'Rare As Fairies'. Armor battalions with their new found firepower and speed led the offensive.

By the close of 1943, many had been fully re equipped with Sherman tanks and the latest Ironside and Roundhead walkers. A newfound optimism and confidence has permeated through a battered armor corps that has learnt from its mistakes and has now turned to preparing to retake Europe.

Basic Combat Groups

CRUISER TANK PLATOON

4 x Cruiser Tanks

CRUISER TANK HQ

2 x Command Cruiser tanks

British Cruiser Tank Battalion

CRUISER COMPANY
Cruiser Tank HQ x 1
Lt Platoon x 1
Hvy Platoon x 2

CRUISER COMPANY
Cruiser Tank HQ x 1
Lt Platoon x 1
Hvy Platoon x 2

CRUISER COMPANY
Cruiser Tank HQ x 1
Lt Platoon x 1
Hvy Platoon x 2

BATTALION HQ
Cruiser Tank HQ x 1

SUPPORTING UNITS
Up to 4 Brigade level units
Up to 2 Divisional Level Units
Up to 1 Special Units

Typical Combat Groups

Cruiser Tank Platoon (Light)	Stuart x 4
Cruiser Tank Platoon (Heavy)	Crusader III x 4
Cruiser Tank Platoon (Heavy)	Cromwell I x 4
Cruiser Tank HQ	Crusader III x 2

Default Morale: 3 (Qualified)

MECHANIZED INFANTRY BATTALION

Born out of the experimental years of the 1930s, the Mechanized Infantry Battalion was somewhat of an oddity. Despite considerable opposition from High Command and financial constraints great inroads to the development of tanks and tank tactics was made during the inter war years. However the question of the provision of Infantry support had been virtually unaddressed. The prevailing opinion of the use of armor at the time was one of a modern cavalry and as such direct infantry support was seen as unnecessary. Yet a number of British commanders raised the issue of securing the ground that the inevitable tank breakthroughs would win. Though a massive program of modernization had seen every British infantry formation motorized question were raised concerning their mobility on the battlefield. During the Great War the battlefield had been torn asunder by heavy artillery bombardments, leaving the terrain impassable to conventional vehicles. It was feared that this would impede infantry advances following any attack and great thought was given to finding a solution.

During early tank development a number of one and two man tank designs were developed and tested. While France pursued this line of development, culminating in the R35 and XX tankettes, Britain mostly abandoned the concept as unviable. Yet the experimentation had led to the production of a number of fully tracked, open toped personnel carriers. These lightly armored and agile machines were capable of traversing similar terrain to tanks and thus keep pace their advance. Throughout the 1920s and 30s the British army experimented with several designs and by 1935 some 3 similar vehicles were in service in various roles. An ever budget conscious War Ministry saw this duplication as unnecessary and initiated a plan to produce a cheep and effective general purpose vehicle to replace those currently in service. After prolonged trials and field testing in 1939, the first examples of the vehicle entered service. The universal carrier was born; it was destined to be the most produced vehicle of the war, with some 30,000 manufactured.

Effectively a regular Infantry Battalion with its vehicular transport replaced with universal carriers these units were detailed to follow and assist Armored battalions in their advances. After the lessons learned in France and Africa many of these units have found themselves permanently attached to certain Armored battalions, providing by proxy the necessary organic infantry support they require to prosecute the new methods of war.

51st Highland Division

One of the most famous fighting formations in history, the 51st included in its ranks units with traditions dating back centuries. Amongst which are the "Black Watch" and Byron's "Thin Red Line", the Argyle & Sutherland Highlanders. The 51st was part of the ill-fated BEF in 1940 and covered the withdrawal from Dunkirk, having 8000 of its members taken prisoner in the process. Reconstituted in England it was dispatched to North Africa where it became the cornerstone on the 8th Army. This resulted all the reinforced motorized battalions, favored by the 8th Army, gaining the nickname "Jock Column."

Having suffered heavy attrition before Alamein the 51st were under strength when given the task of conducting the initial breakthrough of the Axis line. Despite this they performed admirably and it was in their unit that precipitated the collapse at Alamein. Remaining part of the 8th Army they fought across North Africa and into Sicily and finally Italy. They have now been recalled to England along with Monty and other elite 8th Army units in preparation for the invasion of Europe.

MECHANIZED INFANTRY 1939-41

Early mechanized battalions were lavishly equipped by world standards, with armored carriers transporting every soldier and towing every gun. This level of mechanization allowed for tremendous mobility and speed of deployment. Yet so far this had been tested only in simulated war games and not on the battlefield. Due to War Ministry rationalization, many units were in the process of receiving the new universal carrier, causing a number of logistical headaches.

Nevertheless, during the 'Phony War' the BEF, uncertain just what conditions awaited them, deemed it prudent to include a number of mechanized battalions within their fighting force. It was anticipated that their mobility would be a great asset in the possible upcoming conflict. Unfortunately for them, the Germans demonstrated how effective such maneuverability could be. Frequently out maneuvered, the BEF was forced to retreat lest they risk being encircled and cut off. These withdraws, conducted during the day along refugee-clogged roads and under constant air attack, proved punishing on both men and machine. Though much of the BEF escaped at Dunkirk almost all of their equipment was forced to be left behind.

After Dunkirk, what remained of the mechanized forces were dispatched to North Africa where their maneuverability was to prove a deciding factor. Limited only by their supply situation, these units provided much needed relief to hard pressed defenders at critical times, preventing the collapse of the British army in the region.

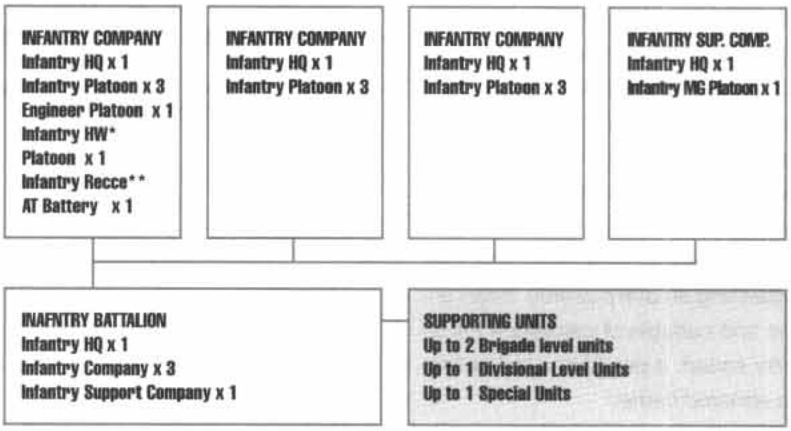
Default Morale: 3 (Qualified)

Basic Combat Groups

INFANTRY PLATOON

3 x Infantry Sections
1 x Infantry HQ Section
8 x Universal Carriers

Infantry Battalion Organization



*(2x Mortar Sections 1 x ATR Section 1 x HQ Section)
**(As Infantry Platoon) Platoon x 1

Infantry Combat Sections

INFANTRY SECTION	INFANTRY HQ	MORTAR SECTION	MG SECTION
1 NCO w/Rifle	1 Officer w/Pistol	NCO w/Rifle	NCO w/Rifle
1 w/LMG	1 NCO w/Rifle	Mortar team x 3	MMG team x 3
1 Assist w/Rifle	1 w/Rifle + Radio		
1 w/Rifle	1 w/2" Mortar	MORTAR TEAM	MMG TEAM
1 w/Rifle	1 Assist w/Rifle	1 w/3" mortar	1 w/MMG
1 w/Rifle	1 w/AT Rifle	1 Assist w/Rifle	1 Assist w/Rifle
1 w/Rifle	1 Assist w/Rifle	1 Assist w/Rifle	1 Assist w/Rifle
1 w/Rifle			
1 w/Rifle	AT RIFLE SECTION	AT TEAM	
1 w/Rifle	NCO w/rifle	1 w/AT rifle	
	AT team x 3	1 Assist w/Rifle	

ENGINEER SECTION	1 w/Flamethrower	1 w/Rifle + Satchel Charge
1 NCO w/Rifle	1 Assistant w/Rifle	1 w/Rifle + Satchel Charge
1 w/LMG	1 w/AT Rifle	1 w/Rifle
1 Assistant w/Rifle	1 Assistant w/Rifle	

Typical Combat Groups

Infantry MG Platoon	MG sections x 3 + HQ x 1 + Universal Carrier x 10
Inf. Hvy. Weap. Platoon	3" Mortar x 6 + ATR Sections x 1 + HQ x 1 + Universal Carrier x 10
Infantry AT Battery	2 Pdr + Universal Carrier x 5 + HQ x 1

MECHANIZED INFANTRY 1941-1943

By 1941, the worth of mechanized units was now fully recognized. British High Command, despite the tenuous situation in Africa, planned a rapid expansion of its mechanized forces. With the arrival of U.S. support in ever increasing quantities, a program of refitting existing Infantry Battalions was undertaken. One of the major advantages brought by the U.S. participation, aside from their tremendous industrial might, was the M3 armored half-track. A purpose-built armored carrier, it sacrificed some of the advantages of a fully tracked design for ease of manufacture. Possessing an overpowered diesel engine and capable of carrying a full infantry squad, it provided a truly effective armored carrier.

As the African campaign ebbed for the greater part of 1942, British High Command quietly converted a number of Infantry Divisions to full Mechanized formations. Many of these battalions found themselves attached permanently to their armored counterparts. High Command saw it as more expedient to do rather than reorganize the Armor battalion TO&E to include the infantry component they had be shown to require. By 1943, with the success of Operation Torch precipitating the collapse of Axis forces in Africa, a number of Mechanized Battalions were shipped to the Mediterranean to assist in the liberation of Greece and spread the attack into Fascist Italy. Many units had their entire universal carrier forces replaced with the M3 half-track to bring the fight into France and Germany itself.

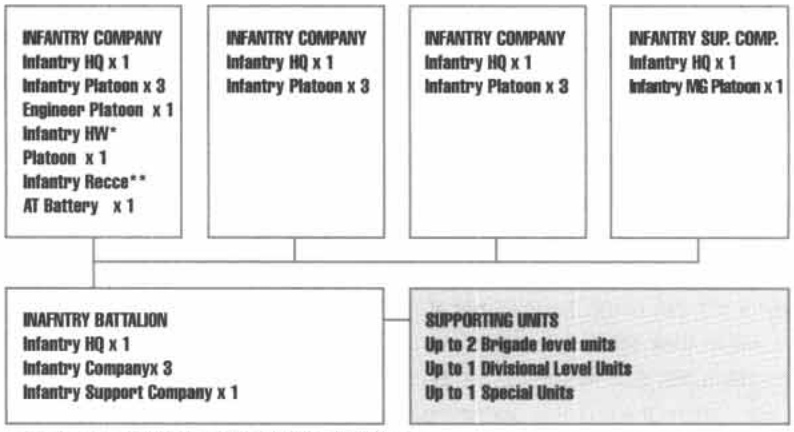
Default Morale: 3 (Qualified)

Basic Combat Groups

INFANTRY PLATOON

3 x Infantry Sections
1 x Infantry HQ Section
8 x Universal Carrier

Infantry Battalion Organization



*(2x Mortar Sections 1 x PIAT Section 1 x HQ Section)
** (As Infantry Platoon) Platoon x 1

Infantry Combat Sections 1941 Onwards

INFANTRY SECTION	INFANTRY HQ	MORTAR SECTION	MG SECTION
1 NCO w/SMG	1 Officer w/SMG	NCO w/SMG	NCO w/SMG
1 w/LMG	1 NCO w/SMG	Mortar team x 3	MMG team x 3
1 Assist w/Rifle	1 w/Rifle + Radio		
1 w/Rifle	1 w/2" Mortar	MORTAR TEAM	ENGINEER SECTION
1 w/Rifle	1 Assist w/Rifle	1 w/3" mortar	1 NCO w/SMG
1 w/Rifle	1 w/PIAT	1 Assist w/Rifle	1 w/LMG
1 w/Rifle	1 Assist w/Rifle	1 Assist w/Rifle	1 Assistant w/Rifle
1 w/Rifle			1 w/Flamethrower
1 w/Rifle	PIAT SECTION	PIAT TEAM	1 Assistant w/Rifle
1 w/Rifle	NCO w/SMG	1 w/PIAT	1 w/PIAT
	PIAT team x 3	1 Assist w/Rifle	1 Assistant w/Rifle
MMG TEAM		1 Assist w/Rifle	1 w/SMG + Satchel C.
1 w/MMG			1 w/Rifle + Satchel Charge
1 Assist w/Rifle			1 w/SMG

Typical Combat Groups

Infantry MG Platoon	MG sections x 3 + HQ x 1 + Universal Carrier x 10
Inf. Hvy. Weap. Platoon	3" Mortar x 6 + PIAT Sections x 1 + HQ x 1 +Universal Carrier x 10
Infantry AT Battery	6 Pdr + Universal Carrier x 5 + HQ x 1

INFANTRY BATTALIONS

For centuries, the backbone of the British Army had consisted of infantry. Always considered the main fighting arm, they were lavishly equipped and superbly trained. The British army was unique in this respect and placed great emphasis on the fighting worth of the individual infantryman. Every unit was trained in the art of close assault and the use of the bayonet, an item most armies had abandoned. Also, the British infantryman trained extensively in the use of his bolt action rifle. Each was a superb marksman, and a unit executing a 'five-round rapid' drill had to be seen to be believed. These skills, coupled with their courage and discipline under fire, made the British infantryman a feared and respected figure throughout the world.

Due to its far flung empire and military policy of unit rotation, the British army was unique in that most of it had at least some degree of field experience. While not engaged in full scale war, like the Condor Legion for example, most units were no strangers to the sights and sounds of battle. This helped keep order during the disastrous BEF expedition and prevented an orderly retreat from turning into a rout. Another advantage the British had was the total motorization of their infantry arm. Though this did not provide much additional battlefield maneuverability — as the trucks used were to venerable to enemy fire — it did allow for rapid strategic movement of troops from one engagement to another. This factor alone increased the effectiveness of British infantry tenfold.

Special Rules: Cold Steel!

The long history of the British empire is filled with instances of stoic infantry assaults winning the day. From these incidents a strong tradition of disciplined and aggressive infantry tactics were developed. Of all the armies that entered into World War II, with the possible exception of the Japanese and Waffen SS, the British infantry were the only infantry schooled in the deadly art of infantry assault. Trained in both close combat and bayonet charges, the British and Commonwealth infantry were feared and respected in equal measure.

British and Commonwealth troops receive an additional +1 modifier to Point Blank combat resolution, in addition to any other applicable modifiers.

Special Rules: Five-Round Rapid

Above all else, the individual infantryman and his rifle was seen as the killing component of the British infantry squad. Even before the Great War, each man constantly practiced his marksmanship and rifle drills until they became second nature. One particular drill was known as 'five-round rapid,' where a rifleman was to aim, fire and reload his rifle five times in the space of ten seconds. On one occasion during World War I, a Guards battalion skilled in such an attack faced down a German infantry unit who assumed they had encountered a machinegun battalion. These practices were continued after the War and proved highly effective in the conflict to follow.

A British or Commonwealth infantry squad with at least five remaining rifleman and of Qualified quality (or higher) can execute a 'five-rounds rapid command'. They must remain stationary for the entire turn but receive +1 ROF.

9th Australian Division

The last of the AIF divisions raised during the war the 9th Division was sent to Egypt, just in time to be involved in the last stages of the initial invasion of Cyrenacia. Marshaling just to the west of Tobruk when Rommel's counteroffensive arrived in March '41 it was only divisional size unit positioned to defend the key port of Tobruk. Moving rapidly Lt. Gen. Morshead, the 9th Division commander, rallied numerous retreating units including elements of the 7th Australian division, British armor and artillery and Indian Cavalry units, to aid in his defense. Morshead then set about reinforcing previous Italian defenses. Placing the 9th along the most likely German axis of advance he was able to prevent the Germans from capturing Tobruk and giving them their first major defeat on land.

Ordered to hold Tobruk for two months, the men of the 9th held Tobruk for eight months, earning famed title 'Rats of Tobruk'. They were eventually relieved in October and withdrawn for well earned rest. Redeployed in time to assist with the establishment of the Alamein line, they were used on the north flank in the Alamein offensive. Playing a key role in drawing off Axis reserves to allow a breakthrough, they suffered more casualties in the battle than any other Allied division. With the recent landings of Japanese forces in New Guinea, the 9th has been recalled to assist in its defense.

INFANTRY 1939-1941

Entering the conflict in 1939 the British Infantry formations were arguably the best in the world. Highly trained and motivated they were lavishly equipped and fully motorized, an oddity within the worlds armies. Special attention had been paid to the question of integrated fire support with a light mortar included in every platoon. Added to this the fact that their entire army consisted of professional soldiers, most of which had at least limited field experience, British High Command had a right to feel confident in their abilities to protect France from any German aggression. They were to be proved terribly wrong and the BEF was to suffer a humiliating defeat in France and Dunkirk.

The British infantry who lacked effective armor integration and suffering a total lack of air cover found themselves constantly harassed and outmaneuvered. Unable to effectively engage the illusive Germans they were forced to withdraw. What little direct contact was had proved British superiority, with not a single British infantry unit being overrun.

With the return to England in disarray what units were still intact were hastily shipped to both the Pacific and African regions to prevent their collapse. What remained set about raising additional forces to prosecute the rapidly expanding war.

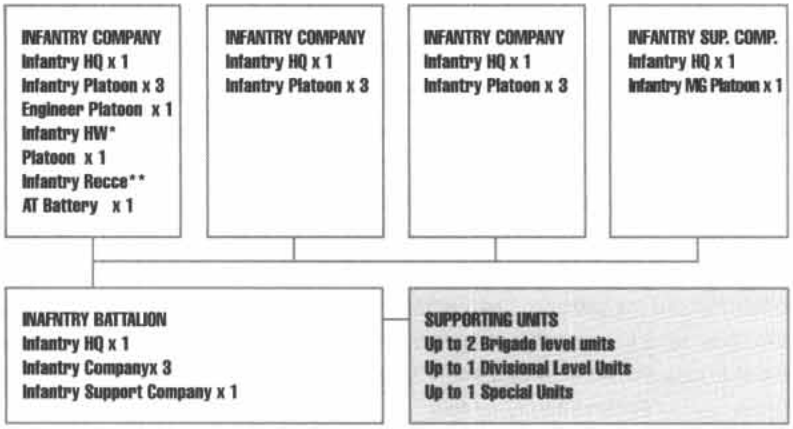
Default Morale: 3 (Qualified)

Basic Combat Groups

INFANTRY PLATOON

3 x Infantry Sections
1 x Infantry HQ Section
4 x Trucks

Infantry Battalion Organization



***(2x Mortar Sections 1 x ATR Section 1 x HQ Section)**
****(As Infantry Platoon but with 2 Universal Carriers replacing every 1 Truck) Platoon x 1**

Infantry Combat Sections 1939-1941

INFANTRY SECTION	INFANTRY HQ	MORTAR SECTION	MG SECTION
1 NCO w/Rifle	1 Officer w/Pistol	NCO w/Rifle	NCO w/Rifle
1 w/LMG	1 NCO w/Rifle	Mortar team x 3	MMG team x 3
1 Assist w/Rifle	1 w/Rifle + Radio		
1 w/Rifle	1 w/2" Mortar	MORTAR TEAM	MMG TEAM
1 w/Rifle	1 Assist w/Rifle	1 w/3" mortar	1 w/MMG
1 w/Rifle	1 w/AT Rifle	1 Assist w/Rifle	1 Assist w/Rifle
1 w/Rifle	1 Assist w/Rifle	1 Assist w/Rifle	1 Assist w/Rifle
1 w/Rifle			
1 w/Rifle	AT TEAM	AT RIFLE SECTION	
1 w/Rifle	1 w/AT rifle	NCO w/rifle	
	1 Assist w/Rifle	AT team x 3	
ENGINEER SECTION			
1 NCO w/Rifle	1 Assistant w/Rifle	1 w/Rifle + Satchel Charge	
1 w/LMG	1 w/AT Rifle	1 w/Rifle	
1 Assistant w/Rifle	1 Assistant w/Rifle		
1 w/Flamethrower	1 w/Rifle + Satchel Charge		

Typical Combat Groups

Infantry MG Platoon	MG sections x 3 + HQ x 1 + 4 trucks
Infantry Hvy Weap. Platoon	3" Mortar x 6 + ATR Sections x 1 + HQ x 1 + 4 Trucks
Infantry AT Battery	2 Pdr + truck x 4 + HQ x 1

INFANTRY 1941-1943

By early 1941 the British army was feeling the strains of the war on their manpower resources. Many Infantry formations that had returned from Dunkirk without equipment had been retrained and equipped as anti-air, anti-tank or artillery in an endeavor to replace losses from France. This had left a shortage in qualified infantry. Owing to the particular requirements of the Pacific infantry units were desperately needed. Unable to meet the demand High Command committed what Commonwealth forces it could to the region, the bulk of which were infantry formations, funneling their armor to the western desert.

By late 1942 the overall quality of British Infantry formations had decreased, due in most part to the increase in conscript filling their ranks. However the British have maintained their levels of equipment and motorization which has in some part made up for the shortfalls in quality.

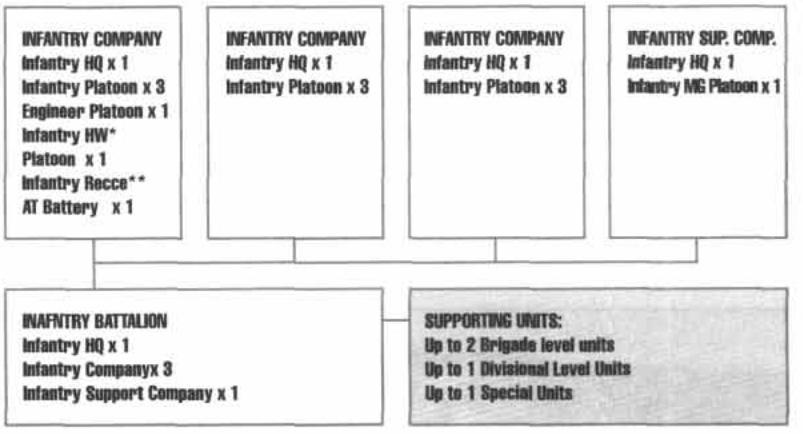
Default Morale: 3 (Qualified)

Basic Combat Groups

INFANTRY PLATOON

3 x Infantry Sections
1 x Infantry HQ Section
4 x Trucks

Infantry Battalion Organization



***(2x Mortar Sections 1 x PIAT Section 1 x HQ Section)**
****(As Infantry Platoon but with 2 Universal Carriers replacing every 1 Truck) Platoon x 1**

Infantry Combat Sections

INFANTRY SECTION	INFANTRY HQ	MORTAR SECTION	MG SECTION
1 NCO w/SMG	1 Officer w/SMG	NCO w/SMG	NCO w/SMG
1 w/LMG	1 NCO w/SMG	Mortar team x 3	MMG team x 3
1 Assist w/Rifle	1 w/Rifle + Radio		
1 w/Rifle	1 w/2" Mortar	MORTAR TEAM	MMG TEAM
1 w/Rifle	1 Assist w/Rifle	1 w/3" mortar	1 w/MMG
1 w/Rifle	1 w/PIAT	1 Assist w/Rifle	1 Assist w/Rifle
1 w/Rifle	1 Assist w/Rifle	1 Assist w/Rifle	1 Assist w/Rifle
1 w/Rifle			
1 w/Rifle	PIAT SECTION	PIAT TEAM	
1 w/Rifle	NCO w/SMG	1 w/PIAT	
	PIAT team x 3	1 Assist w/Rifle	
ENGINEER SECTION			
1 NCO w/SMG	1 Assistant w/Rifle	1 w/SMG + Satchel Charge	
1 w/LMG	1 w/PIAT	1 w/Rifle + Satchel Charge	
1 Assistant w/Rifle	1 Assistant w/Rifle	1 w/SMG	
1 w/Flamethrower			

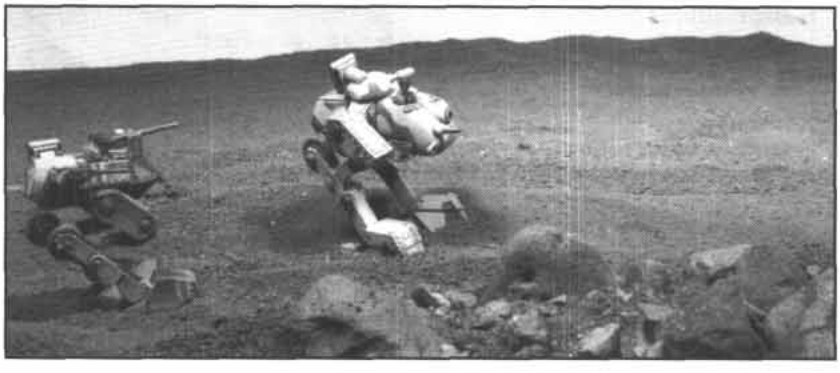
Typical Combat Groups

Infantry MG Platoon	MG sections x 3 + HQ x 1 + 4 trucks
Infantry Hvy Weap. Platoon	3" Mortar x 6 + PIAT Sections x 1 + HQ x 1 + 4 Trucks
Infantry AT Battery	6 Pdr + truck x 4 + HQ x 1

SUPPORT UNITS

The British army, like its overall organizational structure, handled the attachment of support quite differently to other armies. Like all armies certain special purpose troops, such as Flak and engineers, though existing as full formations would be broken up into detachments and assigned to support other units in certain operations. Unlike other armies these detachments could become a permanent attachment to the formation they were serving with.

The unique practice often led to a considerable pool of support being attached to a brigades HQ, giving its commander a pool of support units to call upon when needed. Certain support formations however, either due to their rarity or specialized nature, would be considered divisional assets and would never be permanently detached to a brigade. For still further unique units, like SAS or commando formations, that existed in comparatively tiny numbers, assignment would be handled directly by British High Command. As such, a hierarchy of support control and assignment arose that allowed reasonable flexibility and also tight, coordinated control.



Special Rules: Support

Due to the ridged control structure, a British force must nominate a unit as its 'core formation.' All support units must be of a smaller size than this core formation and conform to the allocation rules below.

The allocation of support units can be handled one of two ways: for large scale encounters, these units can be purchased at three steps lower than the core formation but no smaller that squad size.

The second method allows for larger contingents of special troops, but they will have a specific mission related task they must carry out during the battle. The opponent must agree to allow this and the objective must be written down before the battle commences, though the opponent need not know what it is. This option adds a little complexity but adds immensely to the game as the other side tries to guess what the special troops are up to.

Note: Standard Infantry formations as outlined in the Infantry TO&E can always be taken as support in formations in size equal to the core formation, and do not count to any limit imposed on support allocation.

Support Unit Categories

British support units existed in three categories, each dictated by the size of the combat formation it was intended to serve.

Brigade: *These units are fairly common and can be purchased at one organizational step lower than the core formation. i.e. if the core formation is company size, they can only be purchased at platoon level or smaller.*

Divisional: *These specialized units are rare enough that they are attached to formations when divisional command deems it necessary. They can be purchased at two steps lower than the core formation.*

Special: *These are unique units that are parceled out directly by British High Command for highly risky and specialized tasks. Since they were never really intended to engage in open combat, the presence of such units on the battlefield usually signifies some special mission, with associated specific victory conditions.*

CAVALRY UNITS

The Great War sounded the death knell of the cavalry. Incapable of moving on the shell crated landscape, ineffective against barbed wire and the machinegun they had been made redundant in modern warfare. At the close of the war British High Command, unwilling to abandon the cavalry concept altogether, converted much of their existing cavalry regiments to armored cars. Mechanization kept these formations alive as light reconnaissance units but it was not until the advent of the walker that they would again be used as an offensive force.

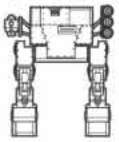
The unveiling of the PanzerKampfer at the Berlin Olympics led British High Command to the possibility of reigniting the viability of cavalry in modern warfare. Considerable development and resources were poured into closing the technical lead of the Germans. At the sailing of the BEF to France, two recently retrained and re-equipped regiments went into battle for the first time.

Initial engagements provided mixed results. In open attacks the walkers were too venerable and lacked sufficient firepower to engage armor head on. Yet in broken or urban terrain they excelled, on two separate occasions holding the Germans up at critical points, allowing considerable BEF personnel to escape at Dunkirk. These lessons were absorbed by the fledgling force prevented them from suffering the fate of other British armor formations. Many of the commanders now look forward to the looming European campaign. With its dense terrain and urban environments they hope to prove the worth of this new 20th century cavalry.

Note: while designated a regiment, these forces only ever existed at battalion strength.

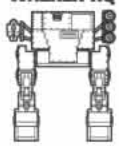
Basic Combat Groups

WALKER PLATOON



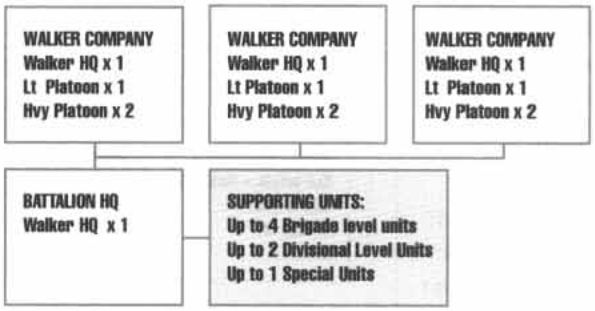
5 x Walkers

WALKER HQ



2 x Command Walkers

British Walker Battalion



Typical Combat Groups

Walker Platoon (Light)	Cavalier A x 5
Walker Platoon (Light)	Cavalier B x 5
Walker Platoon (Heavy)	Roundhead A x 5
Walker Platoon (Heavy)	Roundhead B x 5
Walker HQ	Cavalier A x 2

Default Morale: 2 (Veteran)

ANTI-AIRCRAFT UNITS

The British entered WWII with modern, motorized flak units. Armed with the very effective 40mm Bofors cannon these units could lay down an effective curtain of anti aircraft fire. Officially part of the Royal artillery it was common practice to parcel out batteries to brigade level as required. Unlike the German 88 the British 3.75 inch heavy flak piece, though a more modern gun, was a dedicated flak cannon and lacked the necessary negative elevation to engage ground targets. As such the British relied on dedicated anti-tank units for heavy anti-tank fire.

As with all British units, each flak battery was completely motorized. This enabled great mobility in providing air cover, a necessity in the African desert. The British had experimented with self-propelled anti-air assets but did not consider them worth the additional expense. Yet with the changing style of warfare, especially in the desert where planes could appear, attack and disappear in minutes, the British High Command had to re evaluate its opinion.

In 1941, with the arrival of new Sherman and Stuart tanks, large numbers of obsolete Crusader tanks became available. Never one to waste assets, the British rapidly converted these vehicles into self propelled flak units and shipped then to Africa posthaste. Coinciding with the arrival in force of the RAF these units saw little combat, though were still a welcome sight to the harassed forward elements of the British army.

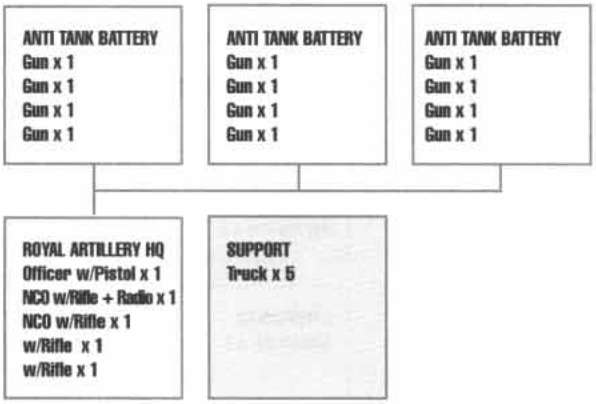
Anti-Aircraft Units are Brigade units for support choice purposes.

Basic Combat Groups

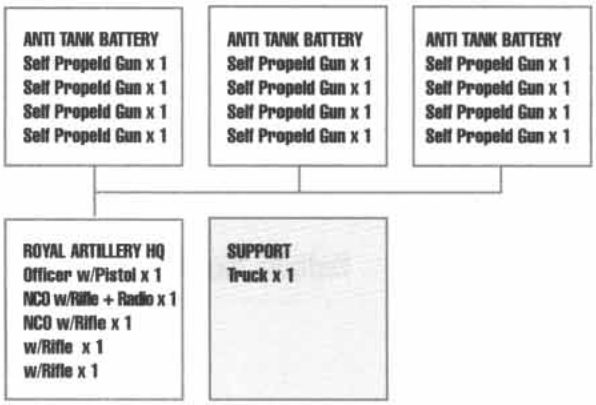
ANTI-AIRCRAFT BATTERY

Gun x 4

Royal Artillery Company Organization



Self Propelled Company Organization


ANTI TANK BATTERY
Self Propeld Gun x 1
Self Propeld Gun x 1
Self Propeld Gun x 1
Self Propeld Gun x 1
ANTI TANK BATTERY
Self Propeld Gun x 1
Self Propeld Gun x 1
Self Propeld Gun x 1
Self Propeld Gun x 1
ANTI TANK BATTERY
Self Propeld Gun x 1
Self Propeld Gun x 1
Self Propeld Gun x 1
Self Propeld Gun x 1
ROYAL ARTILLERY HQ
Officer w/Pistol x 1
NCO w/Rifle + Radio x 1
NCO w/Rifle x 1
w/Rifle x 1
w/Rifle x 1
SUPPORT
Truck x 1

Typical Combat Groups

TYPE	DESCRIPTION
Royal Artillery HQ	Truck w/Royal Artillery HQ
Anti Aircraft Battery (towed)	40mm Bofors x 4 + Truck x 4
Anti Aircraft Battery (self propelled)	Crusader AA x 4

Default Morale: 3 (Qualified)

ANTI-TANK UNIT

Existing as dedicated brigades these anti-tank units would be attached as divisional level and broken up as support to its various associated brigades. Like all units in the British army these units enjoyed complete motorization giving them unprecedented maneuverability on the battlefield. However like most militaries around the world the British underestimated the power needed for an effective anti-tank weapon. The 2-pounder anti-tank gun had proven reasonably effective in France against the first generation Panzers and Kampfer however proved hopelessly inadequate in the western desert. During the fighting lull the Germans, far from being idle, had dramatically increasing their armor thickness on their next generation Panzers and Kampfer. Coupled with face hardened armor their vehicles had became virtually invulnerable to forward attack. The arrival of the new 6 pounder anti-tank guns in early 1942 went some way to readdressing the problem yet, due to crippling shortages of the new weapon, many units were forced to use the 2 pounder weapons long after they proved ineffective.

By late 1941, plans for the development of a heavier anti-tank weapon were underway. Having seen the effectiveness of the German 88 first hand, the British High Command wanted an equally powerful anti-tank weapon. The appearance of the virtually impregnable Tiger tank fast tracked the development process, and by late 1942 the first examples of the new 17-pounder guns were rushed to Africa. This weapon would prove the mainstay of British and Commonwealth anti-tank firepower for the rest of the war.

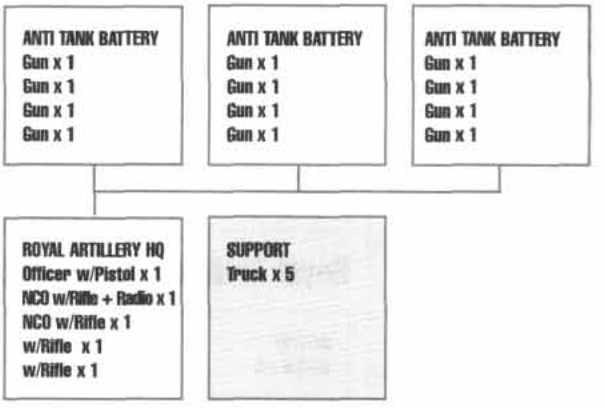
Anti-Tank Units are Brigade units for support choice purposes.

Basic Combat Groups

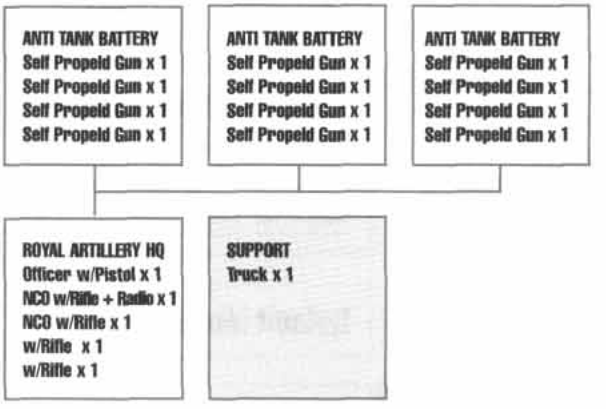
ANTI TANK BATTERY

Gun x 4

Royal Artillery Company Organization



Self Propelled Company Organization


ANTI TANK BATTERY
Self Propeld Gun x 1
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ANTI TANK BATTERY
Self Propeld Gun x 1
Self Propeld Gun x 1
Self Propeld Gun x 1
Self Propeld Gun x 1
ROYAL ARTILLERY HQ
Officer w/Pistol x 1
NCO w/Rifle + Radio x 1
NCO w/Rifle x 1
w/Rifle x 1
w/Rifle x 1
SUPPORT
Truck x 1

Typical Combat Groups

Royal Artillery HQ	Truck w/Royal Artillery HQ Squad
Anti Tank Battery (towed)	2 pdr x 4 + Truck x 4
Anti Tank Battery (towed)	6 pdr x 4 + Truck x 4
Anti Tank Battery (towed)	17 pdr x 4 + Truck x 4
Anti Tank Battery (self propelled)	Archer x 4

Default Morale: 3 (Qualified)

FIELD ARTILLERY

The Royal Regiment of Artillery was created in 1924 with the fusion of the Royal Field Artillery and the Royal Garrison Artillery. At the beginning of 1939, the strength of the Royal Artillery totaled about 105,000 men. By mid-1943, it reached its peak strength, some 700,000 strong (nearly a quarter of the total British Army strength and equivalent to the Royal Navy).

Each battery fired together in large, rolling carpets of explosive. The ammunition was carried in trucks, one per gun; self-propelled guns carried their own ammunition. In both cases, though, prime movers and additional trucks often brought ammo trailers to the front line to ensure the guns would not run out too soon.

Regiments and batteries were uniquely numbered within their designation. Most batteries were uniquely lettered; this was necessary because batteries were liable to be detached from their parent regiments and assigned to other units in the field, sometimes for many months.

Field Artillery Companies are Brigade units for support choice purposes.

Royal Artillery HQ

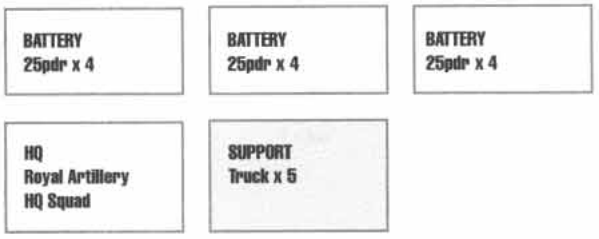
1 x	Officer w/Pistol
1 x	NCO w/Rifle + Radio
1 x	NCO w/Rifle
1 x	Rifleman w/Rifle
1 x	Rifleman w/Rifle

Basic Combat Groups

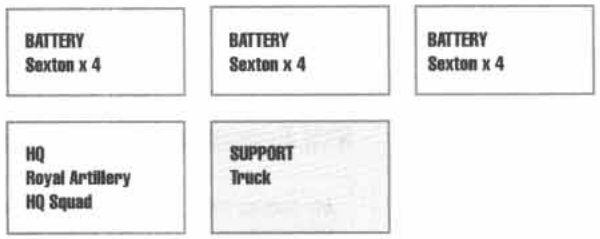
FIELD ARTILLERY BATTERY

Gun x 4 **Royal Artillery HQ** **Trucks**

Royal Artillery Company Organization (towed)



Royal Artillery Company (self propelled)



Typical Combat Groups

Royal Artillery HQ	Truck w/Royal Artillery HQ Squad
Field Artillery Battery (towed)	25 pdr x 4 + Truck x 4
Field Artillery Battery (self propelled)	Sexton x 4

Default Morale: 3 (Qualified)

Special Rule: Sound Ranging

The Royal Artillery team had access to a method of counterbattery fire called "sound ranging." It used a series of very accurately surveyed microphones placed in a straight line and connected to a recorder. Whenever an enemy gun fired, the relative times of arrival at each microphone of its sound enabled a line to be plotted on a map to reveal its location. The record could also show the type of gun. This British equipment was capable of locating guns to range of about 6 miles, with an accuracy of about 100 meters. Later models, which used computators, could even pinpoint enemy batteries. This allows Royal Artillery units with an unharmed HQ squad to attack as if it had a Forward Observer in line-of-sight of the enemy battery that has fired in the previous Turn.

MOLE UNITS

These highly specialized units arose from the tunneling operations conducted during the Great War. Fearful of the possibility of a return to trench warfare, the British High command sought means to break any deadlock, should it occur. Turning to a specialized piece of mining equipment, British engineers constructed a sophisticated burrowing tank.

Used to assault fixed or entrenched positions, these superscience units relied on both the surprise of their appearance and rapid reinforcement by nearby friendly forces for their success. Initially deployed without organic infantry support, the Moles suffered mixed results at first. This prompted the development of a troop carrying digger, to be fielded side by side with the gun-armed diggers. The inclusion of infantry greatly increased the effectiveness of these units, and they became much feared to Axis garrison troops — when the circumstances allowed their deployment.

Mole Units are Special units for support choice purposes.

Basic Combat Groups

MOLE TANK PLATOON

2 x Mole Tank **2 x Mole Carriers**

Mole Unit Organization

MOLE PLATOON

Mole Tank x 4
Mole HQ Section x 1
Mole Carrier x 1

MOLE PLATOON

4 x Mole Tank
1 x Mole HQ Section
3 x Mole Infantry Section

MOLE INFANTRY PLATOON
4 x Mole Carrier
1 x Mole HQ Section
3 x Mole Infantry Section

MOLE INFANTRY PLATOON
4 x Mole Carrier
1 x Mole HQ Section
3 x Mole Infantry Section

MOLE HQ
Mole HQ Squad
Mole Carrier x 1

SUPPORT
None

Mole Infantry

MOLE INFANTRY SECTION
1 x NCO w/SMG
1 x w/LMG
1 x Assistant w/Rifle
1 x w/LMG
1 x Assistant w/Rifle
1 x w/PIAT
1 x Assistant w/Rifle
1 x w/SMG + Satchel Charge
1 x w/SMG
1 x w/Rifle

MOLE HQ SQUAD
1 x Officer w/Smg
1 x NCO w/Smg
1 x w/Rifle + Radio
1 x w/2" Mortar
1 x Assistant w/Rifle
1 x w/LMG
1 x Assistant w/Rifle

Typical Combat Groups

Mole Infantry Platoon	Commando sections x 3 + HQ x 1 + Mole Carriers x 4
Mole Tank Platoon	Mole HQ x 1, Mole Carriers x 1, Mole Tank x 4

Default Morale: 3 (Qualified)

Mole Vehicles

A vehicle traveling in Mole Mode may travel any distance whilst underground. While underground, it may not attack or be attacked. It may surface as a normal move, taking a full Action to do so. In order to surface at the point it has moved to, the driver must make an unmodified Driving Skill roll against a Threshold of 5. If it fails, the exit point deviates like artillery fire.

If it surfaces under unfordable water, the vehicle floods and is destroyed. If it surfaces under an impassable obstacle (such as a building), it is immobilized. A vehicle may not return to mole mode for the rest of the battle after having surfaced.

INFANTRY TANK UNITS

In the closing months of the Great War, much of the Allied sweeping success could be directly attributed to the employment of tanks. Providing effective mobility, firepower and cover to advancing infantry, they broke the deadlock of trench warfare. As tank development progressed, the British developed a tank specifically for the direct support of Infantry: armed with machineguns and anti-tank cannon, these machines were heavily armored and deliberately slow so as not outpace the infantry they were supposed to protect.

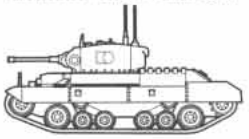
Though early Infantry Tanks proved woefully inadequate in the new mobile warfare, they still provided useful infantry support in areas where enemy armor engagement was unlikely. Due to their heavy armor, they were impervious to most Walker weaponry, proving effective in protecting against such enemy attacks. Further on, the latter Churchill Infantry tank proved highly maneuverable, capable of traversing most terrain with ease. However, by this stage much of the British industrial base was being converted to the production of Sherman tanks and so the Infantry tank units remained a relatively rare sight on the battlefield.

Infantry Tank Units are Divisional units for support choice purposes.

Default Morale: 3 (Qualified)

Basic Combat Groups

INFANTRY TANK PLATOON



5 x Infantry Tanks

INFANTRY TANK HQ

2 x Command Infantry Tanks

British Infantry Tank Battalion '39-41

INFANTRY TANK COY
Infantry Tank HQ x 1
Lt Platoon x 1
Hvy Platoon x 2

INFANTRY TANK COY
Infantry Tank HQ x 1
Lt Platoon x 1
Hvy Platoon x 2

INFANTRY TANK COY
Infantry Tank HQ x 1
Lt Platoon x 1
Hvy Platoon x 2

BATTALION HQ
Infantry Tank HQ x 1

SUPPORTING UNITS
Up to 4 Brigade level units
Up to 2 Divisional Level Units
Up to 1 Special Units

Typical Combat Groups '39-41

Infantry Tank Platoon (Light)	Valentine I x 5
Infantry Tank Platoon (Heavy)	Matilda x 5
Infantry Tank HQ	Matilda x 2

Basic Combat Groups '41 Onwards

INFANTRY TANK PLATOON

4 x Infantry Tanks

INFANTRY TANK HQ

2 x Command Infantry Tanks

British Infantry Tank Battalion '41 Onwards

INFANTRY TANK COY
Infantry Tank HQ x 1
Lt Platoon x 2
Hvy Platoon x 1

INFANTRY TANK COY
Infantry Tank HQ x 1
Lt Platoon x 2
Hvy Platoon x 1

INFANTRY TANK COY
Infantry Tank HQ x 1
Lt Platoon x 2
Hvy Platoon x 1

BATTALION HQ
Infantry Tank HQ x 1

SUPPORTING UNITS:
Up to 4 Brigade level units
Up to 2 Divisional Level Units
Up to 1 Special Units

Typical Combat Groups '41 Onwards

Infantry Tank Platoon (Light)	Valentine III/ VII/ IX x 4
Infantry Tank Platoon (Heavy)	Churchill I/ II/ VII x 4
Infantry Tank HQ	Valentine III x 2

AVRE UNITS

As the war progressed, the need for specialized engineering teams and vehicles became readily apparent. Anticipating this, the British High Command ordered the development of several engineering attachments that could be retrofitted to existing vehicles. The Churchill Infantry Tank, which had just entered service, was chosen due to its huge size and versatility. Numerous variants were tried and tested, many of which were unsuccessful or proved too specific for field use. A number of them, however, proved successful enough to produce in limited quantities and ship to the eagerly awaiting Royal Engineers.

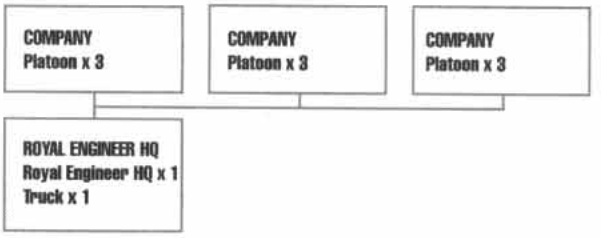
Officially designated AVRE (Armored Vehicle Royal Engineer) units, these hard-working squads soon became heroes in the eyes of their companions. They were trained to carry out engineering tasks even while under enemy fire. Equipped with body armor and overwhelming close-in firepower, they were were often at the forefront of assaults against strongly-held enemy positions. Their vehicles, nicknamed 'Funnies' for their often bizarre appearance, sported shovels, cutting implements, mine-flayers and other tools which were used to open a path for the rest of the army. These units rapidly proved their use on the battlefield, performing a number of engineering tasks under the safety of heavy armor.

AVRE Units are Special units for support choice purposes.

Basic Combat Groups

AVRE "Funnies" Tanks x 4

Royal Engineers Organization



Infantry Sections

ROYAL ENGINEER SECTION	ROYAL ENGINEER HQ
1 x NCO w/SMG + Light armor	1 x Officer w/SMG + Light armor
1 x w/LMG + Light armor	1 x NCO w/SMG + Satchel Charge + Light armor
1 x Assistant w/Rifle + Light armor	1 x NCO w/SMG + Satchel Charge + Light armor
1 x w/Flamethrower + Light armor	1 x w/LMG + Light armor
1 x w/SMG + Satchel Charge + Light armor	1 x Assistant w/Rifle + Light armor
1 x w/MP43 + Satchel Charge + Light armor	1 x w/Rifle + Radio + Light armor
1 x w/MP43 + Satchel Charge + Light armor	1 x w/PIAT + SMG + Light armor
1 x w/Rifle + Limpet Mine + Light armor	1 x Assistant w/Rifle + Light armor
1 x w/SMG + Mine detector + Light armor	
1 x w/Assistant w/Rifle + Light armor	
1 x w/Rifle + PIAT + Light armor	
1 x w/Rifle + PIAT + Light armor	

Typical Combat Groups

Engineer Platoon	Royal Engineer Section x 4, Royal Engineer HQ x 1, Truck x 5
AVRE Platoon	Churchill AVRE x 4

Default Morale: 2 (Veteran)

Special Rule: AVRE Engineers

Despite being considered a special unit, a single AVRE platoon may be taken regardless of the size of forces in play if the player can justify it presence on the battlefield, i.e., an engineering task must be completed as part of the scenario's Victory Conditions.

AVRE and Royal Engineers units can use all the engineering rules found in the Wargaming Companion, as long as the point cost is paid. They have access to personal armor, gas masks and all demolition equipment.

RCDV UNITS

Attached to the Royal Engineers these highly specialized units operated one of the most bizarre and ingenious vehicles to enter service with the British army. Known as Remote Control Decoy Vehicle (RCDV) they originated from special motorized training targets used to simulate enemy tanks. Arising from the need for some kind of defense against the punishing 88 attacks in Africa these units would deploy their RCDV amongst advancing British armor. By giving the German 88 crews more targets to engage, it was hoped that the attacking tanks could reach their effective range and return fire.

Operated from a modified universal carrier, a crew of four could control up to six RCDV with specialized communication sets. Because of their rarity and specialized nature, these units were generally reserved for major offensives or crucial operations (a smaller unit called Field Squad could be detached for more limited offensive). Later on, these units included 'heat haze' generators, further confounding German gunners. By the close of 1943, however, there were doubts about the viability and cost-effectiveness of these units outside the open spaces of Africa; the growing sophistication needed for RCDV to fool the Germans increased costs to the price of an armored car. Additionally, the RCDV were prone to jamming, an occurrence becoming more and more common on the battlefield. These units remain in action, but for how long is anyone's guess.

RCDV units are Special units for support choice purposes.

Basic Combat Groups

RCDV TROOP

RCDV x 6 **Universal Carrier Controler**

RCVD Unit Organization

RCDV TROOP **RCDV x 6** **Controler x 1**	**RCDV TROOP** **RCDV x 6** **Controler x 1**	**RCDV TROOP** **RCDV x 6** **Controler x 1**	**RCDV TROOP** **RCDV x 6** **Controler x 1**

RCDV HQ **Universal Carrier x 2** **Repair Truck x 4**	**SUPPORT (opt.)** **Prime Mover x 4**

Typical Combat Groups

RCDV Troop	Control Universal Carrier x 1, RCDV Unit x 6
RCDV Field Squad	Control Universal Carrier x 1, RCDV Unit x 3
RCDV "Shadow" Troop	Control Universal Carrier x 1, RCDV Unit + Heat Haze Generator x 3

Default Morale: 3 (Regular)

Special Rule: RCDV Units

A decoy costs one-tenth of the Threat Value of the vehicle it is supposed to represent. Armor rating is one-tenth of the original as well, rounded up. Decoys move at a speed of 2 at all time, and need to be controled (at the cost of one Action) by a friendly unit in Line of Sight while moving (no test is required; the decoy fails any Dangerous Terrain Test it has to make). They have no weapon and cannot attack. They have a Size equal to the vehicle they represent for spotting purposes, but only 1 for collision purposes. Walkers cannot be replaced by decoys, only ground vehicles. Decoys are represented on the table with a miniature or counter of the "real" vehicle and need not be revealed as decoys until a) damaged or b) approached within a number of MUs equal to their apparent Size.

LRDG UNIT

The Long Range Desert Group (LRDG) came about from the necessity for long range, strategic reconnaissance in the African deserts. At the time, due to the Luftwaffe strangle hold on the skies, aerial reconnaissance proved ineffective. Though the Ultra program, unsuspected by the Germans, was breaking their coded Enigma transmissions effectively, it took weeks to decipher each transmission and forced British intelligence to be selective in what they decoded. In this situation British High command authorized the formation of a special long range reconnaissance unit, the LRDG.

Owing to supply problems and lack of properly modified vehicles for desert use, the LRDG commander approached the Chrysler truck dealer in Cairo and negotiated the purchase of his entire stock. Arming these new trucks with surplus Vickers K guns and outfitting them for extended operations, the LRDG became operational in early 1940. Known as the Pink Panthers — as curiously, a faded pink had been found to be the best all-purpose camouflage in the desert — the LRDG performed a number of roles during its operational career. From its chief duty of reconnaissance, it also served for pathfinding and regularly transported small 'commando' units on deep penetration missions. The close of the desert campaign left the LRDG without a clear role, leaving High command to ponder what to do with this unique formation. Some were deployed experimentally in Europe later on.

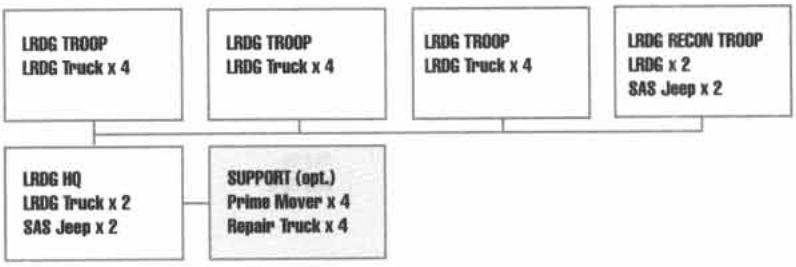
LRDG Squadrons are Special units for support choice purposes.

Basic Combat Groups

LRDG TROOP

LRDG Truck x 4

LRDG Unit Organization



Typical Combat Groups

LRDG Troop	LRDG Truck x 4
LRDG Recon Group	LRDG Truck x 2, SAS Jeep x 2
LRDG "Raider" Troop	LRDG Truck + Heat Haze Generator x 4, Infantry Squad x 4

Default Morale: 2 (Veteran)

Special Rules: LRDG

LRDG units can deploy outside the initial setup area but 6 MUs away from the opponent's setup area. Each vehicle can carry half an infantry section into battle, though the two vehicles must be within one MU to deploy the full squad.

The men of the LRDG were forced to become expert scroungers. They would salvage water, fuel and other supplies from downed enemy vehicles and forage for the rest, sometimes engaging in trade with the locals. In campaign play, LRDG never needs to check for fuel supplies and gain a +1 modifier to Supply, Recruitment, Reinforcement and Repair rolls.

The men in the unit were chosen for their intimate knowledge of the terrain, and they were experts at evading the enemy by using the terrain to their advantage. This often proved to be the only thing that saved them from annihilation at the hands of far superior forces. Being faster and more maneuverable than tank forces, the LRDG units were used to harass the enemy and draw him into ambushes. Due to their intimate knowledge of the land, LRDG units pay only half the normal MU cost to take up hull-down positions.

SAS JEEP SQUADRON

With the LRDG proving that small, mobile units could slip through enemy lines and remain undetected by the enemy almost indefinitely prompted the Special Air Service (SAS) to investigate the viability of deep penetration missions. Wanting speed and maneuverability over operational endurance, the new U.S. Willy jeep was chosen as the vehicle of choice. Understanding the need for overwhelming firepower, each jeep was outfitted with several Vickers K machineguns. Originally intended for use on aircraft, these medium machineguns provided massive rates of fire and proved mechanically reliable. Often, a pair of Vickers K's were replaced with either a single Browning .50, bazooka or even an infantry flamethrower. This allowed the SAS to engage almost any target they encountered.

Operating closely with the LRDG, SAS columns would be directed to and from selected strategic targets and resupplied at the conclusion of the attack. Used extensively to disrupt supply points or assault isolated airfields, these men became adept at using explosives and incendiary devises. Operating in four-vehicle troops, they would hit hard and fade away and became so disruptive to enemy operations Rommel was heard to exclaim them to be the "bane of his existence." With the arrival of large numbers of walkers in Africa, infrequently one jeep would be replaced with a light Cavalier or Sandfly walker, though this occurred only if heavy resistance was expected.

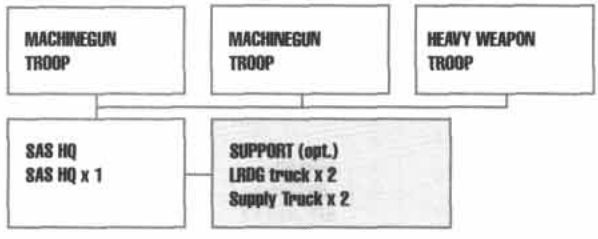
SAS Jeep Squadrons are Special units for support choice purposes.

Basic Combat Groups

MACHINEGUN TROOP

5 x Machinegun SAS Jeeps

British SAS Squadron Organization



Typical Combat Groups

Machinegun Troop	SAS Jeep x 5
Heavy Weapon Troop	Heavy Weapon Jeep x 5
SAS HQ	SAS Jeep x 2, Command SAS Jeep x 1

Special Rules: SAS Training

SAS jeeps may purchase and use explosives and satchel charges as if an infantry squad. To use them, they must be in contact with the target and remain stationary for an entire Turn as the men set the charges. They may still fire normally, however.

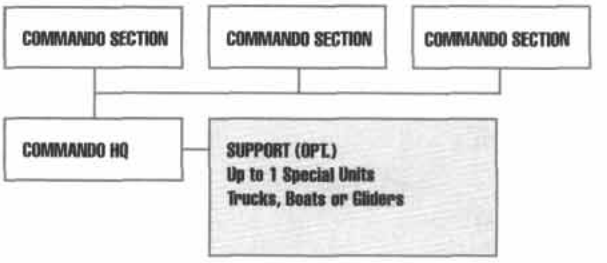
SAS units were fond of daring, hit-and-fade assaults at top speed. Their gunners became extremely skilled at firing their machineguns on the move. SAS forces in combat suffer only a –2 penalty for firing at Top Speed, instead of the usual –3. They suffer from a -1 penalty in the Rear defense arc, however.

COMMANDO UNIT

Special. With the collapse of France and occupation of Europe by Axis powers, Britain found itself in need of small, specialized groups of troops capable of mounting clandestine raids to gather intelligence, disrupt operations and aid resistance cells. Forced to be deployed either from the air, or more commonly by boat, these units operated without vehicle support and relied on what personal firepower they carry into battle. Giving an exemplary performance in France, a number of units were dispatched to Africa to assist British forces in covert operations.

Lacking the mobility of the LRDG or the flair of the SAS, commando units were deployed when stealth and guile were the only means of approach. Being an amphibious unit, the commands continued their long association with the Special Boat Service (SBS) or when unable to approach the target by water, often hitched a ride with LRDG members. Operating behind enemy lines on critical tasks, with only what they could carry, commando raids were invariably either total successes or unmitigated disasters. Never used in direct combat, these units are the unsung heroes, their exploits never known but their effects always felt.

Cammando Platoon



Commando Combat Sections

COMMANDO SECTION	COMMANDO HQ
1 NCO w/SMG	1 Officer w/SMG
1 w/LMG	1 NCO w/SMG
1 Assistant w/Rifle	1 w/Rifle + Radio
1 w/LMG	1 w/2" Mortar
1 Assistant w/Rifle	1 Assistant w/Rifle
1 w/PIAT	1 w/LMG
1 Assistant w/Rifle	1 Assistant w/Rifle
1 w/SMG + Satchel Charge	
1 w/SMG	
1 w/Rifle	

Typical Combat Groups

TYPE	DESCRIPTION
Commando Platoon	Commando Sections x 3 + HQ x 1

Special Rule: Commandos

*The Commandoes special ops teams have access to the following equipment: Combat Drugs, Explosives, Light Amplification Sights (see page 49 of the **Gear Krieg Wargaming Companion**). They have access to all the basic infantry weapon types, but may not carry heavy weapons. They can use the Sniper rules on page 54 of the **Companion** if they pay the TV cost.*

The Commandoes became masters of infiltration and camouflage. In addition, most attacks took place at night, or in rain or mist, for maximum concealment. They add +1 to their Concealment value at night and when in terrain that provides Obscurement. They do not receive this benefit on open ground with no cover. This ability multiplies the Threat Value of infantry by 2.

Commandoes had full access to diving equipment. It consists of a skintight suit of rubber material equipped with a transparent faceplate. A tank of air provides for up to one hour of oxygen. The suit offers some thermal insulation, but neither it nor the faceplate provides any significant physical protection. Infantry may move underwater at one MU per turn. Diving equipment doubles the cost of the infantry squad that is equipped with it; this includes the modifications required to protect the squad's weapons against the effects of water, allowing them to fire as the troopers emerge.

Chapter Four: Soviet Russia

Though undoubtedly the largest, the Red Army was the youngest, most inexperienced and technologically backward, and least respected of all the armies in Europe. The Germans considered them little more than a nuisance to be swept aside on their way to Moscow. The Japanese, mindful of the ease with which they had disposed of the vaunted Russian fleet in 1904, were confident that the Red Army would be unable to resist their growing Asian dominion. Even their allies, fearful of the spread of communism, thought not in terms of if, but when Russia would collapse. By 1943, three million Russian soldiers would prove them all wrong.

Between its creation in 1918 and the time World War Two reached its height in 1943, the Red Army would be transformed from a rag-tag militia into a finely honed modern war machine. However, the Red Army's rise to greatness was marked by many setbacks. Civil war, foreign invasions, mistrust, political upheaval, brutal government and bloody purges would all take their toll. Cowed, but not broken, the Red Army would take strength from these misfortunes and their epic struggle against fascist invasion would come to inspire their countrymen and allies alike nothing else before or after.

THE OCTOBER REVOLUTION

In the early hours of November 7, 1917, Bolshevik revolutionaries led by Vladimir Ilyich Lenin and Leon Trotsky began a coup d'état in St. Petersburg. Years of slow, bloody trench fighting with Germany had exhausted the country's resources, and the Bolsheviks, weary of the Tsar's mismanagement, deposed the monarch, declaring the formation of a Communist state.

From its very beginning, the uprising identified very heavily with the military. The sailors of the Russian Baltic Fleet mutinied during the first hours of the coup and threw their support behind the new Bolshevik regime. The old military order was fickle, however, and it rapidly became clear to the Bolsheviks that the old Tsarist military could not be trusted for long. The new socialist government was not yet secure in power; some regions began to collapse into wholesale anarchy as uncontrollable armies roved the countryside, pillaging the very country they were supposed to be protecting.

Without control over the military, and with the Imperial German army bearing down on his fledgling socialist state, Lenin was forced to seek an armistice. The Germans offered Russia peace in the form of the humiliating Treaty of Brest-Litovsk, under whose terms Germany ordered the Russians to cede vast portions of land in eastern Europe to form independent "buffer states" that were, in reality, little more than German satellites. The Russians at first resisted this agreement, but a swift German advance into the Ukraine changed their minds, and Lenin angrily signed the treaty on March 3, 1918.

Infuriated by this embarrassment, Lenin declared the creation of a new "people's army" to restore order in the country and protect the newly formed Soviet Union from further foreign incursions. This military force, composed of volunteers, soon came to be known as the Red Army.

Vladimir Ilyich Lenin

Lenin, born Vladimir Ilyich Ulianov, was a child of middle-class parents from the town of Simbirsk on the Volga River. Trained as a lawyer, he soon grew impatient with the Byzantine Russian legal system's slow forms of due process and political change. He was especially rankled by the absolute power held by the Tsar. At age 24, Lenin joined a Marxist organization, but soon grew impatient with that group's indecision as well, and resolved to bring about the long-awaited Revolution himself. In 1917, Lenin finally got his wish, usurping the Russian monarchy and creating the Soviet Union. He would never see his dream fully realized, however. When he died in 1924, Russia was still in turmoil, and Stalin, whose repression and dictatorial ambitions Lenin greatly feared, was already rising to power.

THE RUSSIAN CIVIL WAR (1919-1922)

To the Russian Empire's former allies, the formation of a Communist army was an ominous development. They still recognized the imprisoned Tsar Nicholas II as the legitimate leader of Russia. Within months of the conclusion of the First World War, France, Britain and the United States dispatched arms, supplies and even troops to support a growing loyalist counterrevolution. Before the Red Army could even take up defensive positions near the new capitol at Moscow, Polish troops had invaded and seized a large portion of the Ukraine, and a joint U.S.-British force had landed at the vital arctic port of Archangelsk. What was worse, in the south a large army of "White Russian" counterrevolutionaries under the loyalist Marshal Wrangel was bearing down on the Rus-

sian heartland, and seemed in danger of recapturing Moscow.

The betrayal by Russia's erstwhile allies added to the flames of Lenin's anger at the West. Determined not to give another inch of Russian territory to foreign powers, Lenin appointed his trusted friend and fellow revolutionary Leon Trotsky "Military Commissar," the commander-in-chief of the Red Army. Trotsky's task was not an easy one: he had to build a modern army from a legion of volunteer workers, many of whom had never held a gun before, and he had to do it quickly.

Though the traditional structure of ranks and offices in the old Tsarist army cut against the egalitarian grain of the new Communist state, Trotsky managed to create a decentralized military structure reminiscent of the early days of his Marxist revolutionary movement. With his troops only loosely organized, Trotsky used his personality and influence to whip them into a patriotic frenzy, and then turned them loose on the enemy.

His method was crude, but effective. By the end of the winter of 1919-1920, the Red Army had rallied and charged out to meet the advancing forces of Marshal Wrangel, defeating them decisively at Orel. Soon, the White Russians, without a centralized command, began to fall apart. A second decisive Red Army victory at Rostov later that year broke the back of White Russian resistance in the Ukraine. Trotsky quickly followed up on these gains, launching a three-front offensive east into Poland, north into the U.S.-British zone, and south into Transcaucasia.

In 1921, Bolshevik radicals executed the imprisoned Tsar and the entire royal family, ending the Romanov dynasty forever. With the "legitimate leader" dead, the Western powers could no longer justify their intervention in Russia. In less than a month, the French abandoned their White Russian allies, cutting off the flow of weapons and support. The Red Army swiftly swept away the remaining loyalists in the south and east, then turned north to deal with the Americans and British. The joint expedition's lines near Archangelsk, though now bolstered by Finnish partisans and a sizeable White Russian force, were ill prepared for a protracted winter siege, and early in 1922, U.S. and British troops withdrew, abandoning Archangelsk to the Bolsheviks.

The Red Army had come out fighting, and they had been victorious. However, the structure of the Army remained extremely loose, discipline was poor, and leadership needed sorely to be reorganized. Trotsky spent the next two years revamping the entire structure of the Red Army, instituting a system of officers and commanders to maintain order and increasing the size of the military by nearly two thirds. In the course of his modernization, his influence and popularity among the troops did not go unnoticed, and he was widely favored for succession as leader of the Communist Party.

White Russians and Cossacks

The inhabitants of the far western (or "White Russian") and southern provinces of the old Russian Empire had long been the most loyal and devoted supporters of "Papa Tsar." The Cossacks, in particular, the people of Georgia and the Transcaucasian regions, had a long history of military service to the Tsar, and to abandon their beloved leader in a crisis was unthinkable. In 1919, the Cossacks, joining their White Russian allies, began a long and bloody insurgency against the new Communist regime that didn't end with the Red Army's victory in the Civil War. However, when the Germans attacked Russia in 1941, the Cossacks, recognizing the greater enemy, finally ended their rebellion and joined the Red Army to resist the oncoming Nazi invasion.

Leon Trotsky

Trotsky, another middle-class revolutionary, was considerably more militaristic than Lenin, but more moderate in terms of his overall Communist leanings, and more open to democratic process and reform. Trotsky was the first Military Commissar, and led the newly formed Red Army against the White Russians and their Western allies in the Russian Civil War. Much revered in the high echelons of the Communist Party, Trotsky was Lenin's choice for succession, a distinction that earned him the hatred of his rival, Stalin. Forced by Stalin's coup to flee into exile in 1925, Trotsky watched with dismay as his friends and supporters began to disappear, and his carefully trained Red Army was dismantled and purged. Finally, Trotsky's own turn came: while living in Mexico City in 1940, Trotsky was murdered by a Stalinist agent.

THE RISE OF STALIN (1923-1932)

Trotsky's popularity also came to the notice of Joseph Stalin, a younger Bolshevik rising rapidly in the ranks of the Party. Stalin, however, feared the efficient military machine that Trotsky had created, and saw Trotsky himself as an obstacle to his own rise to power. The two became locked in a political struggle for control of the Communist Party.

In 1924, Lenin, after months of illness, finally died. The question of succession became a hot topic in the ranks of the Red Army. Many commanders wanted to install Trotsky as the new Party leader, by force if necessary, but in 1926 Stalin managed to seize power by coercion and subterfuge, and Trotsky fled into exile.

Joseph Stalin

Stalin was the only one of the original revolutionaries of true "proletarian" upbringing. Born Joseph Dugashvili in the Georgian city of Tblisi, he actually studied to be an Orthodox priest for the early part of his life. More radical than any of his Marxist contemporaries, Stalin was also a megalomaniac, whose paranoid delusions drove him into insane rampages that often had lethal results for friends and enemies alike. Lenin feared the rise of such a leader, but after Lenin's death, Stalin and his supporters undertook a campaign of propaganda to legitimize his power, extending even to the alteration of historical documents and photographs. Anyone who challenged his leadership could be subject to "disappearance," and it was under attack by Stalin, not the Germans, that the Red Army would suffer its most horrendous losses.

Stalin promptly began preparations to modernize the country, and to secure his own power. To insure the loyalty of the military, Stalin promised to support and modernize the Red Army. In 1927, Stalin concluded an alliance with Germany, then under the control of the Weimar Republic, under which the Red Army began a period of military cooperation with their former enemy. Though, to the Germans, the alliance was little more than a political ruse, intended as an opportunity to gain information about a potential enemy, to the Red Army, it was a chance to gain access to information and technology to rearm and revitalize their military. The Germans gave the Red Army plans and schematics for more advanced systems than the Russians had yet been able to develop, and soon, German-style engines and cannons were being used in new Russian tanks. In return, the Russians gave the Germans secret assurance that they would not interfere in their plans to rebuild their military forces. It was a deal the Russians would later come to regret.

The resurgence in the Red Army's power proved short-lived, however. In 1928, Stalin instituted his First Five Year Plan. The Plan, designed to revitalize the industrial and agricultural base that had been smashed by the Civil War, was a total disaster for the Red Army. Peasant farmers or kulaks, forced into collective farms and stripped of their private property, often destroyed their fields and livestock rather than have it seized. Industrial laborers were marched into state factories where they suffered grueling conditions, often working more than eighteen hours a day. Agricultural production plummeted. Food became scarce. Useable manufactured goods were rare.

The Red Army bore the brunt of this five-year catastrophe. The army relied on the country's peasant agriculture and industry to support it. Soldiers began to starve. Many units were supplied with guns that would not fire. Replacement tank and automotive parts were nowhere to be found. There were even stories of airplanes falling apart in mid-air due to shoddy construction. To make matters worse, the winter of 1929 was particularly harsh, and the soldiers of the Red Army, already malnourished, underclothed, and poorly equipped, soon began to freeze to death.

Even Stalin himself was forced to admit that his plan was a total failure. In 1932, six months early, Stalin declared an end to the First Five Year Plan. Though his propagandists claimed that the plan had been completed ahead of schedule, the real reason was that the Red Army had been so stricken that wholesale mutiny was threatening, and Stalin feared for his life. The Red Army was in a shambles, and in no condition to defend the country.

THE CHEKA, THE NKVD AND THE SOVIET PROPAGANDA MACHINE (1917-1938)

Politics and the military had always walked hand-in-hand in the Soviet Union, even from the earliest days of the October Revolution. The Bolsheviks were fully aware that disloyalty in the army could lead to disaster for the government, as it had in the case of the Tsar. Though one of the most hated aspects of the Tsarist regime was its secret political police, the Okhrana, the Communists were quick to adopt the technique themselves, and within two months of the formation of the Soviet Union, Lenin had personally ordered the formation of the Extraordinary Commission to Combat Counterrevolution and Sabotage, the Cheka.

The Cheka was more than a security force; it was a secret organization that reached the proportions of a state within a state, answerable only to themselves and the head of the Party. In the first year of the Cheka's existence, nearly 10,000 people were reported imprisoned for "counter-revolutionary activities." Tens of thousands more would simply disappear with no reasons given at all, either sent to the Gulag in the Siberian steppes, or, worse, Moscow's dreaded Lubyanka Prison.

In 1934, as Stalin's power was reaching its height, the Cheka metamorphosed into an even more sinister organization. The innocuously named People's Commissariat for Internal Affairs (or NKVD) was even bloodier and more brutal than its predecessor. In a span of less than a year, the NKVD had assigned "political officers" to every unit in the Red Army, and soon, field units began to appear, squads of paramilitary NKVD police patrolling every one of the Red Army's forts, bases and airfields, seeking out those deemed "politically unsuitable" for service in the Red Army.

Even more terrifying than the constant watch of political officers and field squads was the unseen network of NKVD informants and spies. Nobody could ever be sure if they were being watched, even among trusted friends. A careless remark in a bar one night could lead to a summary discharge the next morning... or worse. Soldiers learned to stop talking, except in slogans and propaganda. The already depleted ranks of the Red Army began to diminish even further, as soldiers whose tour of duty had expired refused to sign on for another, for fear of the constant scrutiny of the NKVD.

THE GREAT PURGE (1934-1938)

In December 1934, things went from bad to worse. Sergei Kirov, union boss and a powerful member of the Party, was assassinated in St. Petersburg, by then known as Leningrad. Though the true culprits were never found, to Stalin's paranoid mind it was the precursor to a coup against his government, and he immediately ordered the NKVD to perform a "review" of the entire Soviet Communist Party. What followed was the most terrifying chapter in Russian history.

The NKVD arrested thousands of suspected "conspirators." Important public figures were given sham trials, in which they were compelled to confess to outrageous charges and nearly all were condemned to death. People of less social standing were not so lucky. Often, they were arrested and imprisoned without any explanation, or, worse, simply disappeared during the night, never to be seen again. After the investigation of initial suspects was complete, the NKVD would begin arresting the suspects' families and friends, then their distant acquaintances, then anyone who had ever associated with them. No one was safe from the purge, which extended to all levels of Russian society. Before it had run its course, the purge would directly claim the lives of nearly eight million Russians, and tens of millions more would be worked to death in labor camps. Less than two thousand of these "disappearances" were recorded, and less than a hundred were ever seen again, alive or dead.

Once again, the Red Army would bear the heaviest burden of the nation's crisis. Stalin had not forgotten the Red

Army's loyalty to Trotsky in the 1920's, and before long, Red Army officers were under investigation. Since the NKVD's political officers were already in place, rounding up suspects was easier in the army. Between 1937 and 1938 alone, NKVD agents had killed more than three quarters of the Red Army's command structure, and officers from the rank of Marshal down to the lowly lieutenants were arrested, tortured, sent to labor camps or simply executed on the spot.

To make matters worse, the purges coincided with the great technological revolution then occurring in the rest of the world. While the United States, Britain, France and Germany were advancing their military technology in preparation for the coming conflict, Russia remained mired in the technology of the previous decade; the promising modernization of the 1920's ended when the purges began. While Germany was building an army of tanks and walkers, the Red Army remained reliant upon infantry, and the infantry was rapidly being stripped of its most competent leaders.

War Clouds Gathering (1938-1939)

In 1938, when the purges were at their height, Germany began its conquest of Europe. It was slow at first, and the war-weary Allies saw little harm in letting Germany expand east in exchange for peace in the west. To Russia, however, it was an alarming development. The annexation of Czechoslovakia in 1938 carved out a large portion of the supposed buffer zone between Russia and Germany. Though the two nations were still technically allies, Stalin had not forgotten the Treaty of Brest-Litovsk, and he was suspicious of the fascists. The Anti-Comintern Pact, signed the year before by Germany and Japan, was a direct stab at the very core of Russia's government. Now, Nazi Germany had a direct border with the Soviet Union. Stalin ordered the Red Army to take up defensive positions on Russia's eastern borders.

The Germans attempted to soothe their neighbor with a non-aggression pact. The pact was another sham proposal, but the skilled German diplomats made Russia an irresistible offer: in exchange for an agreement not to interfere in a proposed German attack on Poland, all of the territory Russia had lost to Poland during the Civil War would be returned to the Soviet Union. Stalin eagerly signed the treaty on August 23, 1939. On September 1, Germany invaded Poland, and the war was on.

Stalin was either unwilling or unable to see the menace of Germany's continued expansion, and refused to believe that the Red Army was no match for the approaching forces of the Wehrmacht. When Germany invaded Poland, Stalin lived up to his bargain with Hitler, and made no attempt to stop them. On the contrary, on September 17, he ordered the Red Army to occupy the eastern half of Poland. The partition complete, German forces stopped their advance at the Curzon Line, and an uneasy quiet fell across Europe.

This easy victory further inflated Stalin's skewed view of the Red Army's prowess. Though in reality, the Red Army was demoralized, undersupplied, poorly clothed and fed, and plagued with incompetence, Stalin believed that his Communist vanguard was invincible. He also took Hitler's nearly flawless invasion of Poland as an inspiration. As the rest of Europe settled into the "Phony War," Stalin made plans to send the Red Army on another mission of conquest.

Nikolai Yezhov

The main architect of Stalin's horrifying purges was NKVD commissar Nikolai Yezhov. Yezhov was a bitter, suspicious man with a vicious temperament matched only by his insatiable lust for power. He fed Stalin's paranoia, advising the neurotic dictator of people he suspected of "counterrevolutionary activities," a catchall term for any form of political unorthodoxy. Soon, Yezhov had managed to transform the NKVD into a practical factory of death, carrying out personal vendettas and exacting terrible retribution on his enemies for the most insignificant slights. Eventually, however, the purges grew even beyond his control. In 1938, as a final irony, Yezhov himself was arrested and summarily shot in the basement of his own NKVD headquarters.

The Russo-Finnish War (1939-1940)

Just as it had lost a major part of the Ukraine to Poland, Russia had lost control of a large portion of its northern territories to Finland during the first days of the Civil War. Stalin, his appetite for revenge whetted by the swift conquest of Poland, made a series of extravagant demands on Finnish territory along the Karelian Isthmus, including not only the areas Russia had lost to Finland, but also lands that had been considered sovereign Finnish territory even by the Russian Empire. When Finland indignantly refused, Stalin ordered elements of the Red Army of the Leningrad District to cross into Finnish territory and seize the land he had demanded. The attack began on November 30, 1939.

The Finnish forces, badly outnumbered, retreated into the mountains and valleys of the far northern areas of Karelia. They

resorted instead to guerilla-style attacks on Russian convoys and forward positions, which began to take a heavy toll. The Finns blew up roads and bridges, raided supply caches, assassinated officers, struck at convoys and marching lines, and then disappeared into the wilderness. The Red Army's poor preparation finally became painfully clear.

Stalin ordered reinforcements into battle. By the time the conflict reached its height, a full 60 Red Army combat divisions including infantry, armor and cavalry units had been committed to the front, leaving the border with Germany only lightly defended. The Red Army's superior numbers finally forced the Finns to surrender, but not until March 13, 1940. By the end of the conflict, the Russians had lost nearly half of their total armored forces and over 200,000 troops, many due to cold, starvation and disease.

What the conflict really revealed was the widespread incompetence of the Red Army's leadership. Most of Russia's best strategists and tacticians had perished in the terror of the previous decade. Also, the Red Army's armored units had performed in combat against the Finns, who had no armor at all. There was little hope that they would be able to stand up to German Panzers. Before the war with Finland, even the more oblivious members of the Red Army's leadership had seen the dangerous state the Red Army was in, but no one had dared to tell Stalin, and the problems only intensified.

Stalin, for his part, glossed over the Red Army's losses in the Russo-Finnish War. His advisers were horrified. The Finnish Army had managed to hold off a force ten times its size for almost five months while taking only a fraction of the casualties. He had taken what he wanted from Finland, to be sure, but the Red Army had taken such a thrashing that Russia was now practically undefended. Something had to be done, but their proposals were going unheeded.

Stalin's advisers recommended the withdrawal of the political arm of the NKVD; Stalin increased their numbers. Engineers presented new walker designs for immediate production; instead Stalin ordered the construction of slow, ponderous supertanks. Strategists warned of an impending German attack; Stalin insisted that Germany could be trusted. His commanders called for more competent officers, regardless of political views; the commanders surreptitiously vanished. To "prove" his wisdom, Stalin ordered the occupation of Latvia, Lithuania and Estonia, none of which had a standing army. The easy victory again boosted Stalin's arrogant self-confidence. In less than a year, he would regret his folly.

COUP DE GRACE: OPERATION BARBAROSSA (1941-1942)

In October 1940, German troops occupied Romania. Though Romania's oil fields were powerful incentives, the real reason for the invasion was to test Russia's response. Romania was the last buffer between Germany and Russia, and Germany's occupation might have been taken as a direct threat. Stalin did nothing. It was the final piece of information Hitler needed. Concluding that Russia was too disorganized and weak to resist, he ordered an invasion of Russia to commence the following summer.

On June 22, 1941, Operation Barbarossa began. At dawn, 175 divisions of German Panzers, Panzergrenadiers and PanzerKampfer swept out of Poland, Romania and Czechoslovakia and into Russian territory. The Red Army was caught completely off guard, and in only a few weeks, the Germans had consolidated much of the Ukraine, and were pushing north towards Leningrad, south towards the Crimea and east towards Moscow. The swift, agile Panzers outmaneuvered the Red Army's lumbering supertanks, and the armored PanzerKampfer pushed right through the trenches and antitank defenses the Russians had erected along the frontier. The Red Army was paying the price for Stalin's egotism.

The Red army fell back, regrouped, counterattacked and fell back again. Determined pockets of resistance held out longer, but by the end of the sum-

mer, the Germans had penetrated as far as Minsk and Kiev, and in October, a major armored offensive broke free of the Russian lines near Mozhaisk, only 90 kilometers southwest of Moscow. On November 2, the first German Panzergrenadiers rolled into the southwestern suburbs of Moscow. With many of its divisions captured our annihilated outright, the Red Army seemed ready to break apart entirely. Only the determined leadership of Gennady Zhukov, the last remaining Marshal of the Red Army, kept the remaining forces together.

Stalin was initially paralyzed by the enormity of his blunder, as was most of the rest of the Politburo, Stalin's cabinet. Zhukov managed to keep a level head and rallied his troops for defense of Moscow. Zhukov shored up the city's defenses and prepared for a siege, while Stalin, though still bewildered, pulled himself together and began to broadcast radio messages to the troops. The effect on morale was considerable. Soldiers in the Red Army trusted Zhukov, and after years of silent terror, finally hearing encouraging words from their leader improved their spirits. The German advance slowed as Red Army units took to the streets with renewed determination to make the enemy fight for every inch of ground.

That winter was the coldest in a century, even worse than 1929. The Red Army, by now used to such weather, took it in stride. The Germans, however, had not been prepared for such a protracted campaign, and had little or no winter gear. The German lines halted twenty miles from the center of the city, and could advance no further. Zhukov, sensing an opportunity, grouped all his soldiers and scraped together as many tanks as were available, and launched a counterattack on December 31, 1941. Zhukov himself led the first charge from the turret of a T-34 tank his engineers had pieced together from scraps the night before. Inspired by his show of gallantry, the Red Army rallied and attacked the Germans with such ferocity that within only a few days, the German lines around Moscow completely shattered. On January 20, 1942, the Red Army recaptured Mozhaisk.

Gennady Zhukov

A native Muscovite, Gennady Zhukov rose to the rank of Marshal, miraculously surviving the Great Purge of the 1930's. Though he had no love for Stalin, Zhukov was a great Russian patriot, and the thought of German troops treading upon his home soil was more than he could take. His fiery temperament and valor in combat made him popular with his troops, as did his slogan "I won't tell them to do it if I won't do it myself." He took this motto literally, leading attacks personally on a number of occasions, most notably during the Moscow Counterattack on December 31, 1941. The Germans, for their part, were constantly frustrated by Zhukov's bold attacks and timely withdrawals. They tried on a number of occasions to assassinate him, but these attempts invariably ended in failure. There was one popular story circulating that Zhukov, assaulted by a would-be assassin on his way to dinner, disarmed the German spy and shot him with his own pistol, and then calmly continued to the mess tent to eat supper with his troops.

THE SIEGE OF LENINGRAD (1941)

The situation in the North was considerably grimmer. In their initial attack, the Germans had managed to surround Leningrad completely, though determined resistance had thrown back assaults against the city. When word reached the German forces that the lines around Moscow had been broken, German Field Marshal Gerd von Runstedt ordered them to halt their attacks, and instead to strangle off Leningrad's supplies and starve them into surrender.

What followed was the most protracted

siege of the war. The Red Army was too preoccupied pushing back the German advances in the south and east to assemble an effective relief force. Instead, Zhukov ordered the few forces of the Red Army's Leningrad District Command to organize means of supplying the city until forces could be spared. Getting the supplies ready was easy; getting them into the city was hard.

The siege dragged on for weeks, which turned to months, which turned to years, but the stubborn defenders of Stalingrad refused to surrender, and their comrades on the outside devised ever more bizarre and daring means of getting food and medicine through German lines. In early 1942, Zhukov was preparing to break the siege, but matters suddenly intervened, and Leningrad remained on its own.

THE SPRING OFFENSIVE (1942)

In the spring of 1942, German forces rallied as reinforcements and supplies arrived from Germany. In late May, a new German offensive began. Hitler was severely embarrassed by the failure of Operation Barbarossa, and threw an additional 20 divisions into the fray, hoping that the Red Army's successful turnabout in January had been a fluke.

The Red Army was much better prepared this time, however, and Zhukov saw the German offensive coming. In the intervening months, the Russians had swiftly packed up their factory equipment and hauled it across the Ural Mountains. On the far side, out of range of the Luftwaffe's bombers, they were rapidly churning out military equipment at a fantastic pace, including new and improved tanks such as the T-34 and the JS-2, and the first Russian combat walkers.

When the Germans arrived, Zhukov took a lesson from the war with Finland and organized a series of strategic withdrawals, accompanied by partisan strikes behind the German lines as they advanced. Soon, the Germans were spread thin and the Russian forces were concentrated. The second push on Moscow failed miserably, falling before a Russian counteroffensive at Orel in August, where the Russian G-27 and D-1 walkers saw combat for the first time.

THE BATTLE OF STALINGRAD (1942-1943)

Again, the Germans were in danger of being drawn into a deadly winter campaign, and when it became clear that the Russians were waiting for the cold to set in, the Germans began a desperate push in the south. The Russians fell back as before, but this time, the Germans followed up their offensive much faster than anticipated, and the controlled withdrawal became a full-scale retreat. At the end of August, the Germans reached the city of Stalingrad on the Volga River.

Stalin, furious with what he saw as Zhukov's cowardice, ordered that any further retreats would be considered treason, and NKVD field units were dispatched to ensure that the leader's directive was followed. To lose the city that bore Stalin's name would be an unbearable disgrace.

The battle at Stalingrad quickly bogged down as house-to-house fighting broke out. Small-unit and sniper combat became the order of the day, since Stalingrad's cramped streets made major maneuvers impossible. The Russians were content to snipe at the enemy and wait for reinforcements. The Germans, on the other hand, regarded the battle with growing desperation. As winter set in once again, Hitler also issued an order that there would be no retreat. The battle locked into a stalemate. Finally, in December 1942, Zhukov began another counteroffensive in the east, and German supply lines collapsed. At the end of January 1943, the German army attacking Stalingrad surrendered.

THE BATTLE OF KURSK (1943)

In late June 1943, the Nazis tried one final attack. German Panzer divisions made a swift assault on Russian lines in the Ukraine, attempting to drive a wedge through the advancing Soviet army. The attack seemed promising for the first ten days, and the Germans forced a large number of Russian troops into a salient near the city of Kursk in the Ukraine. The Wehrmacht, overconfident, believed that all that was left was to pinch off the salient and surround and destroy the forces within. The Battle of Kursk was on.

Then, things began to go very wrong for the Germans. When the Germans arrived at the outskirts of Kursk, they suddenly found themselves facing down over ten thousand brand new Russian tanks, supertanks and walkers. The German Panzers were torn to shreds by the guns of freshly deployed Russian tanks and walkers. The Russian victory was so overwhelming that within a matter of weeks, the entire front was in motion, following close on the heels of the routed German forces. The Red Army was finally on the offensive, and the war in Europe had reached its first major turning point.

BEYOND 1943

At the Battle of Kursk, the Red Army finally entered the modern age, and the result was astounding. Russians gained a renewed confidence in their cause. Factories and laboratories were turning out new equipment and technology, closing the gap between Russia and the West. The Red Army was advancing along its entire front, poised to sweep the Germans out of Russia entirely.

The war was not yet won, however. Stalin was still in power, and his egotism and paranoia remained a constant threat to the Red Army's newfound strength. The NKVD still patrolled the Red Army's ranks, and for many soldiers, the threat of "disappearance" remained all too real. Russia's allies in the West still remained distrustful of their Communist neighbor, and seemed more than willing to let Russia to bear the heaviest weight of combat, diverting Hitler's attention from Britain and the United States. Russia still had a long way to go before the war's end, and despite her success and growing power, victory remained far from certain.

Heavy Armor

The wide distribution of automatic weapons in the Wehrmacht took a heavy toll on the Red Army's infantry units, and in late 1940, Russian scientists began to experiment with means of equipping soldiers on the battlefield with protective armor capable of increasing their effectiveness in a firefight. They developed armor made from a tough woven fabric bonded to specially treated metal plates that proved extremely resilient, often stopping bullets from penetrating at all. These heavy suits of armor were expensive, bulky and made movement difficult, but the added protection they lent the wearer was considered more than worth the cost. The Red Guards were the first Red Army units to be issued protective body armor. The design concept meshed well with the Red Guards' swashbuckling style. Their above-average strength, combined with their eagerness for combat, allowed Red Guards to use these suits much more effectively than had been thought possible.

RED STAR RISING

In the early days of the war, the Red Army was very disorganized. Still reeling from the unexpected German attack, 1941 hardly seemed the time for Russia to undertake a major military reorganization. However, Zhukov's brilliant defense of Moscow sent the Germans packing in early 1942, and with the pressure temporarily off, the Red Army began to make a move towards standardization and modernization.

The loose divisional and regimental level organization of the previous decade was thrown out in favor of a more disciplined approach. Divisions were assigned new vehicles in set company and platoon organizations. Though walkers lagged behind, they were eventually brought into line with the new military order as well. The result was a new and more carefully designed military structure that emphasized speed, firepower and overwhelming force.

The successive German attacks on Russia in 1942 and 1943, far from weakening the Red Army, found themselves facing ever-stronger resistance. The Red Army's loose organization and outmoded equipment and tactics were swept away, and the Red Army became a truly modern fighting force.

TACTICS AND DOCTRINE

Infantry made up the main bulk of the Red Army when the war began, and so most of the Russians' tactics in the late 1930's revolved around the movement of large infantry formations. Russian infantry commanders were fond of slow, steady advances when on the offense, and in defense, infantry would dig in and hold out until the weather changed. The harsh Russian winters, which began in late October and ran until late March, were a major component of Russian strategy and tactics. Since Russian soldiers were used to cold, bitter weather and were familiar with the terrain, they gained a distinct advantage during the winter months. Sometimes, however, Russian commanders miscalculated, and Red Army units fell victim to the same weather they were supposed to be exploiting.

In urban combat, Russian infantry came into its own. The small-unit tactics used during the October Revolution again came to the fore, and were used to good effect during battles at Moscow and Stalingrad. House-to-house fighting was carried out on the squad and section level, with each small unit causing as much damage as possible, then fading back into the rubble before the enemy could organize a counterstrike. Snipers became especially important in this kind of warfare, and the Red Army's sniper units were among the best in Europe. Sniper units were also unique in that they were the first units in which women were allowed to serve in active combat. Before long, women appeared in other arms of the Red Army, including walker units and the Air Force.

Even behind enemy lines, the Red Army's infantry remained a powerful asset, as officers and political units would disperse and organize cells of Partisan resistance. The Russians learned the effectiveness of guerilla units in organized warfare during the Russo-Finnish War, and Russian Partisans were the bane of the German supply lines.

Initially, the Russians did not believe that tanks were as important as infantry in the Red Army's battle line. Tanks could break down, required complex maintenance, and needed to be acclimated to the cold in order to function properly. The Russians believed that tanks were weapons for large-scale maneuvering and infantry support, and the Red Army invested heavily in supertanks designed for tactics styled around wet-navy fleet maneuvers. When the Panzers rolled into the Ukraine, the Russians quickly realized that their tactics had to be rethought.

By the winter of 1941, a series of highly successful Russian tanks starting with the T-34/76 entered service, vehicles designed specifically for combat in cold weather and difficult terrain. The Russians soon became fond of rapid assaults with massed armor units. Defensive tank tactics were rare, as the Russian tanks' main advantage was

their mobility, ill suited for static defense. By 1942, the roles of infantry and tanks were reversed, and infantry was playing the supporting role for tanks. Combined-arms actions were common. Adopting tactics similar to those of the Wehrmacht, the Russians performed breakthrough assaults with armored forces, using infantry following close behind to take ground and exploit the breach.

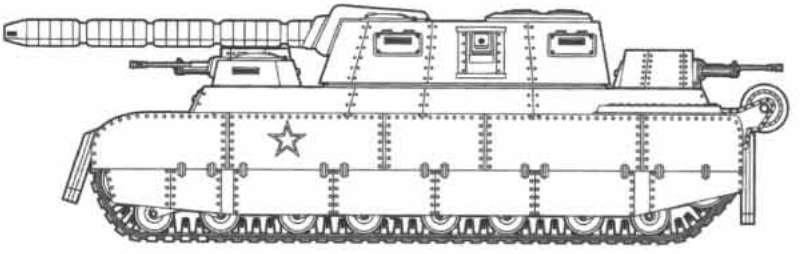
In urban combat, tanks were used much like mobile pillboxes, able to dominate an entire street. They were very vulnerable to infantry-portable antitank weapons like the German Panzerfaust and Panzerschrek, and so were never deployed alone, but with groups of infantry. The tanks would smash buildings and mow down barbed wire, and the infantry would sweep through the wreckage and eliminate any remaining enemy forces. The method was very effective, and was later adopted by the Germans in the fierce fighting in the French Bocage in 1944.

THE ADVENT OF THE WALKER

In the 1930's, and even up into 1941, the Red Army spurned walker research in favor of legions of supertanks. This miscalculation would prove costly in the opening stages of the war, as German PanzerKampfer took a heavy toll on the infantry while evading the sluggish T-44 and SMK-100 superheavy tanks. Though lend-lease and captured walkers were fielded in small numbers, keeping foreign machines running was a difficult proposition. By the middle of 1942, a crash program to develop walker technologies began to produce results, and soon Russian walkers would hit the front lines.

Russian tacticians, however, used to infantry and tank combat, were unsure of what to do with these new machines, which didn't seem to fit into either category. The smaller walkers such as the D-1 were usually simply attached directly to infantry units in a supporting role. As heavier units such as the G-27, R-5 and R-7 began to appear, however, it was clear that walkers were capable of much more than infantry support. Soon, walker companies replaced tank companies, and independent walker regiments soon followed.

In battlefield practice, it is clear that the Russians never completely decided how best to use walkers, and walker tactics were varied, and at best, a matter of trial and error relegated to lower echelon commanders. Mostly, walkers were used in similar roles as tanks, but their smaller size and higher maneuverability gave them a special edge in urban combat. Walkers could even go into combat in urban terrain without infantry support, though unit commanders tended not to do this too often, just to be on the safe side. In open terrain, walkers were generally used as companions to tanks in specialized units of tank-hunters and fire-support walkers. Their higher profile on the open battlefield made them more vulnerable to enemy fire, and so needed to be properly supported by other units.



KV-300 Superheavy Tank

By 1942, the Russians had begun to produce conventional tanks to rival the German panzers, but many designers still clung to their faith in superheavy tanks. The old SMK-100 had proved next to useless, and most had been lost in the opening days of Operation Barbarossa. However, Russian engineers, still convinced of the viability of the 'land battleship' concept, presented a design for the KV-300 to Stalin in 1942.

The KV-300, though even larger than the T-44 or SMK-100, had a much-improved drive train and power system. Two pairs of wide parallel caterpillar treads gave it better stability on soft ground, and its armament was nothing short of impressive. A massive central turret housed the largest electrokinetic cannon Russian scientists had been able to design, and this was backed up by no less than five conventional cannons in three turrets and two sponsons. The tank's radically sloped armor was nearly twenty centimeters thick. A crew of twelve was needed to operate this monster, with separate internal radios to coordinate them all. Stalin approved of the design, and the first KV-300s reached the field in time for the monumental battle at Kursk in July of 1943.

THE RED ARMY

The largest Russian operational unit was the Corps, though these were not field designations. In the field, a Corps was subdivided into component Divisions for specific tasks, such as major offensives or defensive deployments. Until 1942, he makeup of individual Regiments in a Division was strictly ad-hoc, since so much of the Red Army was scattered and disorganized. There was simply the designation "Tank" or "Infantry." Though they contained, strictly speaking, the same basic components, in practice, no two Regiments were exactly alike.

In 1942, when things began to fall into a more distinct order, the Red Army was reorganized on the divisional level into separate, more regimented tank and infantry divisions. These two basic elements became the primary field operational units for the Red Army for the remainder of the war.

Walker companies were originally attached to infantry divisions at the battalion level, intended for infantry support. Later, when walkers were shown to be effective fighting units in their own right (and as they became more plentiful), independent battalions and regiments began to appear, and these units were often substituted into tank regiments and divisions. Before long, entire divisions of walker units began to appear, using the same structure and organization as tank divisions.

At the start of the war, the Red Army contained 107 Infantry Divisions and 45 Tank Divisions. By 1941, that number had fallen to 100 Infantry Divisions and 27 Tank Divisions. Towards the end of 1942 a renewed round of conscription and recruitment began, and this, combined with boosted industrial output and new walker technology, caused the ranks of the Red Army to grow considerably, with 245 Infantry Divisions, 160 Tank Divisions and 98 Walker Divisions in service by the middle of 1943.

RANKS

Before 1924, the Red Army had no ranks, and was only very loosely organized. The old Tsarist system of ranks and officers was, the Bolsheviks believed, a relic of the corruption of the Imperial age, and the hierarchical nature of a rank system was difficult to reconcile with the supposed equality of the Communist regime. Throughout the October Revolution and the Civil War, soldiers in the army were simply given "duty titles" based upon their function.

Soon, however, it became apparent that this decentralized system was unwieldy and confusing in practice, and in 1924, a standardized system of ranks was instituted. Originally, ranks applied only to senior officers, but in 1937, noncommissioned officers were divided by rank as well. As part of a military reorganization after the invasion of Poland, the Red Army instituted a totally new system of ranks, from top to bottom. This system remained in place, with only minor variations, throughout the war.

Soviet Russia Ranks

RANK	EQUIVALENT	DUTY
Marshal Sovetskogo Souza	Field Marshal	Supreme Commander
Marshal Bronetankovikh Voisk	General of the Army	Corps Commander
General Armii	General	Division Commander
General-Polkovnik	Lieutenant General	Division Second-In-Command
General-Leitenant	Major General	Regiment Commander
General-Major	Brigadier General	Regiment Second-In-Command
Polkovnik	Colonel	Battalion Commander
Podpolkovnik	Lieutenant Colonel	Battalion Second-In-Command
Major	Major	Subordinate Battalion Commander
Kapitan	Captain	Company Commander
Starshiy-Leitenant	First Lieutenant	Platoon Commander
Leitenant	Second Lieutenant	Section Commander
Mladshiy Leitenant	Sergeant-Major	Battalion NCO
Starshina	Master Sergeant	Company NCO
Starshiy Serzhant	Technical Sergeant	Section NCO
Serzhant	Staff Sergeant	Platoon NCO
Mladshiy Serzhant	Sergeant	Squad Commander
Efreitor	Corporal	Squad NCO
Ryadovoy	Private	Soldier

Political Officers

The NKVD political officers assigned to each section were worse than the shortages and the harsh weather. This had great power over Russian soldiers, as they knew that everything they did was being watched and noted by the political officer. Anyone perceived to be too slow in following an order or a bit too hesitant to charge when told to do so could be charged with cowardice and executed on the spot. German troops soon learned of this, and it became standard practice to shoot the political officers first whenever a Red Army unit was captured. Red Army units were subsequently much easier to control.

LIGHT INFANTRY

Russian Light Infantry was the mainstay of the Red Army's ground troops. They were generally the result of conscription, and were never as well trained as their German opponents. The Light Infantry was also undersupplied most of the time, and automatic weapons were rare, reserved to special machine gun squads for fire support. At some of the more desperate points in the war, there weren't even enough rifles for every man, and scavenging weapons from fallen comrades and enemies became a grisly necessity.

Light Infantry were generally deployed in platoons. Only during urban combat were they broken into individual squads for guerilla-style warfare. Slow and hard to maneuver but plentiful and easily replaced, the Light Infantry were thrown into combat in huge numbers, often against enemies with much better weapons and training. In the first years of the war, the Red Army's light infantry suffered horrendous casualties, as they were often ordered to make assaults with inadequate air and artillery cover, and were shredded by enemy walker and motorized infantry units.

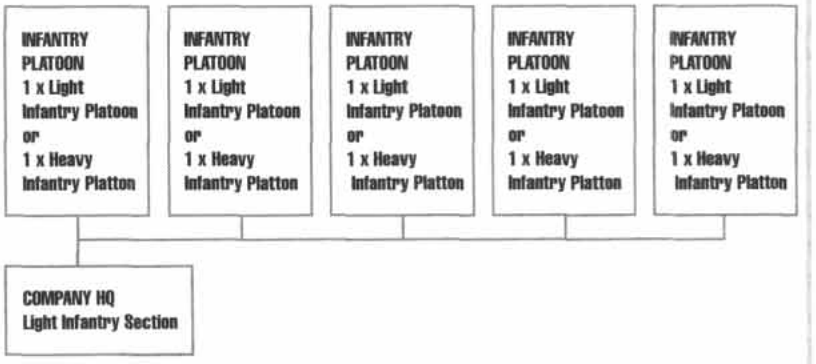
As Russian combat became more refined and orderly, the use of infantry as an assault force diminished, fortunately eclipsed by tanks and walkers. Infantry was still the easiest force to raise and deploy, and the Light Infantry remained the main component of the Red Army throughout the war, making up half of the Red Army's total divisional strength.

Default Morale: 3 (Qualified)

Basic Combat groups

LIGHT INFANTRY PLATOON	HEAVY INFANTRY PLATOON
2 x Line Infantry Section	1 x Line Infantry Section
1 x Command Squad	1 x Heavy Weapons Section
	1 x Command Squad

LIGHT INFANTRY COMPANY ORGANIZATION


INFANTRY PLATOON 1 x Light Infantry Platoon or 1 x Heavy Infantry Platton
INFANTRY PLATOON 1 x Light Infantry Platoon or 1 x Heavy Infantry Platton
INFANTRY PLATOON 1 x Light Infantry Platoon or 1 x Heavy Infantry Platton
INFANTRY PLATOON 1 x Light Infantry Platoon or 1 x Heavy Infantry Platton
INFANTRY PLATOON 1 x Light Infantry Platoon or 1 x Heavy Infantry Platton
COMPANY HQ Light Infantry Section

Infantry Units

LINE SQUAD			
1	Mladshiy Serzhant w/SMG	6	Ryadovoy w/Rifle
2	Efreitor w/Rifle	7	Ryadovoy w/Rifle
3	Ryadovoy w/Rifle	8	Ryadovoy w/Rifle
4	Ryadovoy w/Rifle	9	Ryadovoy w/Rifle
5	Ryadovoy w/Rifle	10	Ryadovoy w/LMG
COMMAND SQUAD			
1	Leitenant w/Pistol	4	Ryadovoy w/Rifle
2	Starshiy Serzhant w/SMG	5	Ryadovoy w/Rifle
3	Ryadovoy w/LMG	6	Leitenant-NKVD w/Pistol
MACHINE GUN TEAM			HEAVY WEAPONS TEAM
1	Ryadovoy (Gunner) w/HMG	1	Ryadovoy (Gunner) w/Antitank Rifle
2	Ryadovoy (Loader) w/Rifle	2	Ryadovoy (Loader) w/Rifle
3	Ryadovoy (Feeder) w/Rifle	3	Ryadovoy (Feeder) w/Rifle

Typical Combat Group

Line Infantry Section	1 x Command Squad, 3 x Line Squad, 1 x Machine Gun Team
Heavy Weapons Section	1 x Command Squad, 2 x Line Squad, 2 x Machine Gun Team, 1 x Heavy Weapons Team

Special Rule: Political Officers

Every Light Infantry platoon must have a single figure designated as the political officer. All light infantry units in control range of the political officer lower their Morale Threshold by 1. If the political officer is killed, the bonus is lost, and the Morale Threshold of all such units in range immediately rises by +1.

RED GUARDS

The Red Guards were the Soviet's elite infantry forces. They were experienced soldiers, many of them veterans of the Russo-Finnish War, and they were better equipped and trained than the rest of the infantry. This also included deep political indoctrination, and they were fanatically loyal to the Soviet Union in general, and Stalin in particular. The Red Guards became the most famous units of the Red Army, and came to epitomize the strength and determination of the Russian people.

Red Guard units were almost always motorized, provided with trucks at the least, and halftracks when they were available. Though they were generally unnecessary, given the Red Guards' unparalleled zeal, political officer were still attached to their units, just in case. Red Guards were the only Russian infantry units, aside from the NKVD, which made widespread use of submachine guns as standard weapons, and priority was given to these units.

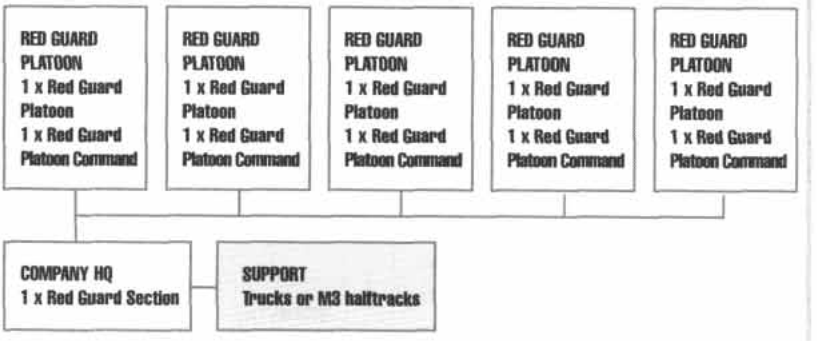
In combat, Red Guard units, conscious of their responsibility to set the pace for the rest of the army, went out of their way to perform daring and courageous acts in combat. The Red Guards often made charging attacks in open ground that would have been considered suicidal by any other unit, and their hand-to-hand attacks against tanks and fortifications were legendary. Most of the time, these bold tactics resulted in extreme casualties, but sometimes their ferocity was so overwhelming that enemy troops simply fled in panic.

Default Morale:
1 (Elite)

BASIC COMBAT GROUPS

RED GUARD PLATOON	PLATOON COMMAND
1 x Red Guard Section	1 x Red Guard Command Squad
1 x Red Guard Heavy Section	

RED GUARD COMPANY


RED GUARD PLATOON
1 x Red Guard Platoon
1 x Red Guard Platoon Command
RED GUARD PLATOON
1 x Red Guard Platoon
1 x Red Guard Platoon Command
RED GUARD PLATOON
1 x Red Guard Platoon
1 x Red Guard Platoon Command
RED GUARD PLATOON
1 x Red Guard Platoon
1 x Red Guard Platoon Command
RED GUARD PLATOON
1 x Red Guard Platoon
1 x Red Guard Platoon Command
COMPANY HQ
1 x Red Guard Section
SUPPORT
Trucks or M3 halftracks

Red Guard Squad

1	Mladshiy Serzhant w/SMG	6	Ryadovoy w/Rifle
2	Ryadovoy w/SMG	7	Ryadovoy w/Rifle
3	Ryadovoy w/SMG	8	Ryadovoy w/SMG
4	Ryadovoy w/Rifle	9	Efreitor w/SMG
5	Ryadovoy w/Rifle	10	Ryadovoy w/LMG

Red Guard Command Squad

1	Leitenant w/SMG	5	Ryadovoy w/Light Mortar
2	Starshiy Serzhant w/SMG	6	Ryadovoy (Loader) w/SMG
3	Ryadovoy w/Antitank Rifle	7	Leitenant-NKVD w/Pistol
4	Ryadovoy (Loader) w/SMG		

Typical Combat Group

Red Guard Section	1 x Red Guard Command Squad, 3 x Red Guard Squads, 1 x Machine Gun Team*, 1 x Heavy Weapons Team*
Red Guard Heavy Section	1 x Red Guard Command Squad, 2 x Red Guard Squads, 3 x Machine Gun Team*, 2 x Heavy Weapons Team*

*see Light Infantry, page 77

Special Rule: Heavy Armor

Russian scientists experimented with protective armor made from tough woven fabric bonded to metal plates, and the Red Guards were the first units to be issued some. Red Guard units are always at least veterans, and may wear full body armor suits (see ***Wargaming Companion****, page 50) without suffering any movement penalty.*

NKVD FIELD UNITS

The most feared units of the Red Army, the NKVD's paramilitary police were sent to maintain order in the Red Army, and they were very good at their job. On a more benign level, the NKVD political detachments of each division were responsible for the printing and dissemination of propaganda literature to boost morale and wage psychological warfare on the Germans. A more sinister side of the NKVD was the convict regiment in every division that was under their direct control.

The convict regiments were drawn from political prisoners and dissidents, most pulled out of the Gulag for military service with promises of pardons, or at least better treatment, for going into combat. These units were so poorly equipped that they were often sent into combat wholly unarmed, simply to force the enemy to waste ammunition on them. Withdrawal was never an option for convicts, as fanatical NKVD enforcement squads with heavy machineguns, who followed their simple directive "retreat is treason" to the letter, always watched them closely. Convict regiments were sometimes killed in combat at the rate of a battalion an hour, but somehow, there always seemed to be more of them reaching the front, ready for combat.

The political wing of the NKVD was also present in all of the subordinate units of every division, down to the platoon level. Political officers watched, and a careless word or a hint of political nonconformity could be punished by immediate transfer to the convict regiment.

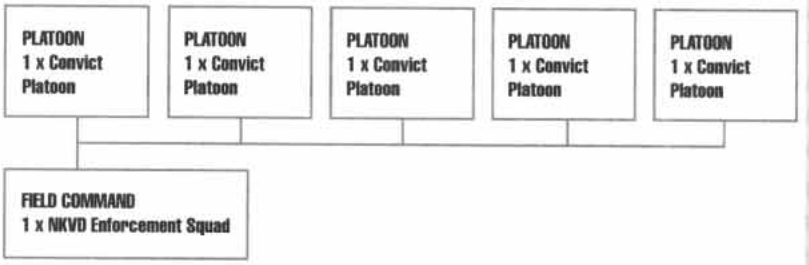
Default Morale:
4 (Rookie)/Fanatical

BASIC COMBAT GROUPS

CONVICT PLATOON

2 x Convict Section

CONVICT COMPANY



Convict Squad

1	Convict w/Rifle	6	Convict w/Unarmed
2	Convict w/Unarmed	7	Convict w/Rifle
3	Convict w/Rifle	8	Convict w/Unarmed
4	Convict w/Unarmed	9	Convict w/Rifle
5	Convict w/Rifle	10	Convict w/Unarmed

NKVD Enforcement Squad

1	Starshiy-Leitenant-NKVD w/SMG	5	Ryadovoy-NKVD (Asst. Loader) w/SMG
2	Starshiy Serzhant-NKVD w/SMG	6	Leitenant-NKVD w/MMG
3	Leitenant-NKVD w/MMG	7	Ryadovoy-NKVD (Loader) w/SMG
4	Ryadovoy-NKVD (Loader) w/SMG	8	Ryadovoy-NKVD (Asst. Loader) w/SMG

Typical Combat Group

Convict Section	3 x Convict Squad, 1 x NKVD Enforcement Squad

Special Rule: "Motivational Techniques"

The officers of the NKVD took their job very seriously. To them, cowardice, particularly among the convict regiments, was a serious crime against the state. Their enforcement squads had standing orders to shoot any soldier who ran away from the enemy. Soon, Russian soldiers were more terrified of their own military police than of the Germans. In game terms, NKVD Field Units rally their troops differently from normal command units. NKVD Field Units may fire on Convict units whose morale has broken. If one or more members of the target unit are killed, the unit immediately make a rally attempt. Like the Red Guards, the members of the NKVD were chosen specifically because of their loyalty to the Soviet Union, and especially to Stalin. For Morale purpose, NKVD units are considered fanatical.

RECONNAISSANCE SCOUTS

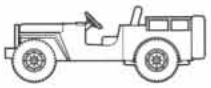
The Russian Reconnaissance Scouts received very little recognition for their work, but they were essential to the Red Army's intelligence and planning. Light motorized infantry units made up the bulk of the Recon Scouts, most often equipped with lend-lease Jeeps or BA-10 armored cars. They were weak in combat, and generally avoided confrontation, instead using their speed to range widely in front of Russian lines to probe enemy emplacements and supply lines, then report back to Headquarters to give the go-ahead for an attack or artillery strike.

Though their importance to the Red Army was incalculable, the Recon Scouts were not instituted as a formal unit until 1942. Until then, each company had been responsible for its own surveillance and reconnaissance, and the quality of intelligence on enemy positions and movements was highly variable. After Operation Barbarossa caught the Red Army off guard, the Recon Scouts were made a separate component of Red Army Light Tank forces, comprising two out of the five platoons of a Light Tank Company and performing recon duties at the battalion level.

As walkers became more common in the Russian order of battle, the Recon Scouts adopted the lighter and faster D-1 and lend-lease "Early" walkers as their main vehicles. The flexibility and resilience of walkers gave the Recon Scouts an even greater edge in performing their duties, often far behind enemy lines. Unlike regular combat vehicles, Recon Scout walkers, armored cars and Jeeps were painted with complex camouflage patterns customized for the specific region in which the unit was serving, to give them as much of an advantage as possible.

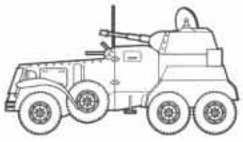
BASIC COMBAT GROUPS

LIGHT RECON PLATOON



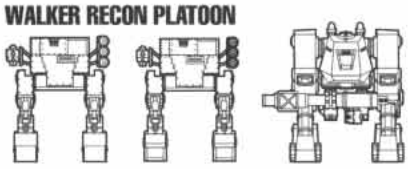
5 x Lend-Lease Jeep

HEAVY RECON PLATOON



5 x BA-10 Armored Car

WALKER RECON PLATOON



2 x Lend-Lease M11A1 "Early" Walker
1 x Lend-Lease MVIIIB "Cavalier" Walker
2 x D-1 "Little Brother" Walker

Default Morale: 3 (Qualified)

Special Rule: Fire and Fade

The men in the unit were chosen for their intimate knowledge of the terrain in a particular operational area, and Recon Scouts were experts at evading the enemy by using the terrain to their advantage. This often proved to be the only thing that saved them from annihilation at the hands of far superior forces, and at times, Recon Scouts, being the fastest and most maneuverable elements of a tank battalion, were used to harass the enemy and draw him into an ambush. Recon Scouts would then duck out of combat, finding defensive cover while the heavy hitters dealt with their pursuers. Reconnaissance Scout units pay only half the normal MU cost to take up hull-down positions.

LIGHT ARMOR

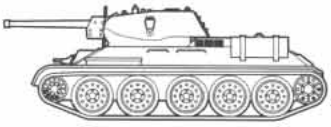
Light armored forces in the Red Army relied heavily upon armored cars and American lend-lease light tanks. Since most of the Red Army's resources had been diverted into the supertank programs, the Red Army had no effective light tank series when the war began, and the infantry support and fast strike capabilities the light armored forces would have provided were practically nonexistent.

The Red Army's Military Commissariat saw light tanks as by and large a waste of resources. The infantry was supposed to be able to take care of itself, and the heavier armor (in theory at least) wouldn't need support, since their power would be so overwhelming. As a result, light armor was severely neglected in the Russian order of battle in the early stages of the war. By the time it became clear that light armor served an important role on the battlefield, the Germans were at the gates of Moscow, and the Red Army was hard pressed to defend their capitol, much less worry about reorganizing their light tank forces.

After Operation Barbarossa had been thrown back, Red Army commanders tried to bolster their flagging light armored units by assigning medium tanks such as the T-34 to support them. With the added reinforcement, light tank units entered something of a renaissance in the Red Army, and reinforced light tank companies finally began to receive adequate distribution.

BASIC COMBAT GROUPS

TANK PLATOON



5 x Tank

LIGHT TANK COMPANY

LIGHT PLATOON
1 x Armored Car Platoon
or
1 x Light Tank Platoon

LIGHT PLATOON
1 x Armored Car Platoon
or
1 x Light Tank Platoon

RECON PLATOON
1 x Recon Scouts Platoon (any type)

RECON PLATOON
1 x Recon Scouts Platoon (any type)

COMPANY HQ
1 x Command Platoon

Typical Combat Groups

Command Platoon	3 x T-34/76, 2 x Lend-Lease M3A1 "Stuart"
Armored Car Platoon	5 x BA-10 Armored Car
Light Tank Platoon	3 x Lend-Lease M3A1 "Stuart", 2 x T-34/76
Recon Scout Platoon	See page 78

Default Morale: 3 (Qualified)

Special Rule: Rush Assaults

Though they were widely neglected by their commanders, the underestimated speed and striking ability of light tank forces saved the day on more than one occasion. Though painfully aware of their unfavorable position in the Red Army, light tank and armored car crews generally took it in stride, and taking their cue from the Red Guards, developed their misfortune into a code of gallantry unmatched within the Red Army's tank forces.

Light armored units became fond of swift assaults at top speed, and their gunners, aware of their vehicles' weak defenses and vulnerability to enemy fire, practiced day and night to steady their aim and make every shot count. Light tank units became among the most skilled gunners in the Red Army. Their valiant charges against superior forces were an inspiring display, often making it to the front page of Pravda, the main Russian newspaper. Unfortunately, as gunners concentrated on enemy targets they often missed spotting enemy units firing at them.

Light tank forces in combat suffer only a –2 penalty for firing at Top Speed, instead of the usual –3. Their defensive modifiers drops by -1 at Top Speed in the Rear defense arc.

HEAVY ARMOR

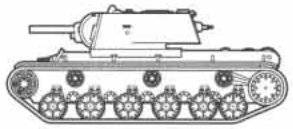
Though designated as "heavy tanks" in their tables of organization, the Red Army used the category to encompass both medium and heavy armored forces. The medium armored platoons, composed primarily of the T-34/76 and its later revision the T-34/85 were some of the best tank units of their day. The T-34 series was the first design to use sloped armor, which effectively increased the thickness of the tank's armor plating. These successes rekindled the Red Army's interest in tanks smaller than the superheavy forces in which they had invested so many resources.

The new medium and heavy tanks were to form the main fighting arm of the Red Army's armored forces. The tank platoons, equipped with T-34/85's, KV-1's and new JS-2's, were faster and stronger than any battle tank force the Russians had previously been able to field. Finally breaking free of their previous duties as infantry support, the heavy armored forces of the Red Army became a truly awesome fighting force.

Russian commanders adapted what they had seen of German field tank tactics and applied them to their own units. Red Army tanks were used in swift assaults, smashing through German lines and holding them open until infantry could move into position to take and hold the territory. The Red Army's heavy tank forces saw their most significant deployment at the Battle of Kursk in 1943, where they held back a German attack so effectively that some Russian planners began to wonder whether the infantry had finally become obsolete. Heavy armored forces continued to work closely with infantry forces, however, and the classic "leapfrog" maneuver became a common Russian tactic, with tanks rolling swiftly ahead then waiting for the infantry to secure the area.

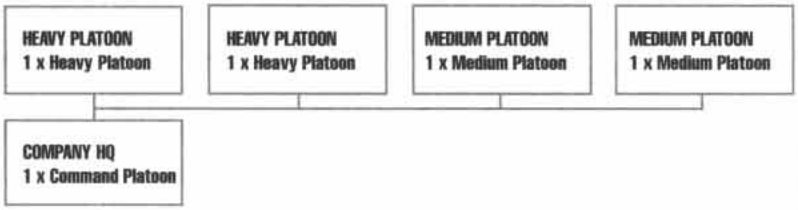
BASIC COMBAT GROUPS

TANK PLATOON



5 x Tank

HEAVY TANK COMPANY



Typical Combat Groups

Command Platoon	2 x KV-1, 3 x T-34/76
Medium Tank Platoon	5 x T-34/85
Heavy Tank Platoon	3 x KV-1, 2 x JS-2

Default Morale: 3 (Qualified)

Special Rule: Tank Riders

Though "leapfrogging" was a common tactic, the vicissitudes of war often required a more rapid deployment, and armored forces could not afford to wait for the infantry to catch up. In such a situation, heavy armor units simply carried infantry with them. Though this meant that the tanks could not move at full speed, the added support of instant infantry reinforcements was often worth the slower pace.

A single squad of infantry can ride on top of a Russian tank of Size 6 or greater. It costs a full Action from the infantry unit to mount the tank, which must be in base to base contact and not at Top Speed (it is assumed to slow down as the men catch up to it). The tank cannot move at Top Speed while the infantry is mounted. The squad can disembark at any point during the tank's movement, but cannot move that turn. They may fire if they have not done so already.

Infantry units riding tanks suffer an additional -1 to-hit penalty to all attacks. Attacks aimed at either the infantry or the tank are assessed against both units, and only one die is rolled, treating the tank as the main target, whether the intent is to hit the tank or the infantry.

SUPERHEAVY ARMOR

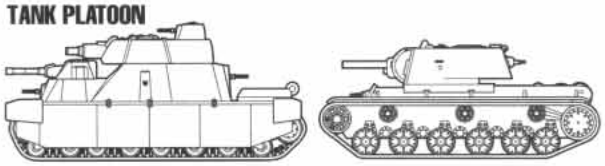
The Red Army's superheavy tanks were the pride of the Soviet Union. These monsters, bristling with guns, personified the strength of the Red Army. But though they looked great in parades in Moscow, they performed poorly in combat, and the Red Army's first-generation supertanks suffered heavy losses at the hands of the faster and more maneuverable German Panzers. The Russians never lost their affinity for the superheavy tank, however, and resolved not to abandon their designs, but to fix them.

Though they were never again as common on the battlefield as they had been in 1941, the Russians kept fielding superheavy tanks in considerable numbers. It was not until the introduction of the KV-300 in 1943, however, that they were able to make them into really effective battle units, and even the KV-300 required support from standard heavy tanks like the KV-1 and the JS-2. When paired with these smaller tanks, however, the Red Army's later superheavy armor platoons could cut a wide swath through the smaller tanks of the Wehrmacht, and the propaganda value of these armored behemoths was immeasurable. Leaflets dropped on German positions by the Red Air Force often featured photographs of KV-300's rolling over German tanks and infantry.

The newer superheavy tank forces also provided a convenient way of keeping high-ranking officials relatively safe on the battlefield. Marshal Zhukov was particularly fond of his personal KV-300 tank, from whose turret he personally led the Russian defense of Kursk in 1943.

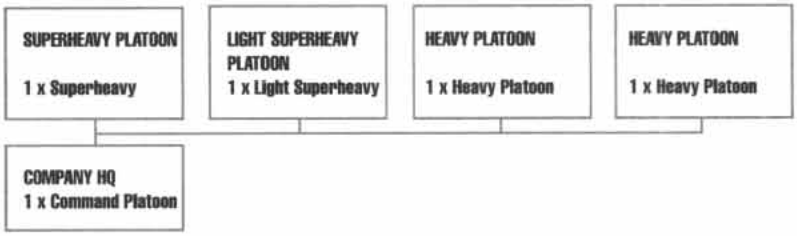
BASIC COMBAT GROUPS

TANK PLATOON



2 x Tank **2 x Tank**

SUPERHEAVY TANK COMPANY



Typical Combat Groups

Command Platoon	3 x KV-300 Superheavy, 2 x JS-2
Light Superheavy Platoon	2 x T-44 Superheavy, 2 x KV-1
Superheavy Platoon	2 x KV-300, 1 x JS-2, 1 x KV-1
Heavy Armor Support Platoon	4 x JS-2 (any version)

Default Morale: 2 (Veteran)

Command Presence

Only the best tank crews could hope to be fast-tracked for superheavy tank training, and the commanders of superheavy units had to be especially competent. Moreover, the mere presence of these machines on the battlefield had a significant impact on the morale of friendly troops nearby. With superheavy tank units to protect them, units in the area felt safer and more secure, were faster in following orders and more willing to carry out dangerous tasks. All the superheavy tanks were equipped with radio equipment, allowing them to keep in constant contact with their headquarters as well as their subordinate units. Superheavy tank unit commanders have a Leadership Skill of one level higher than normal — that is, two levels above their actual Quality level.

Tank Killers

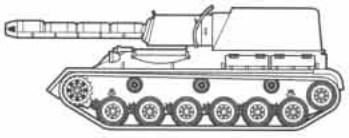
From the early days of the war, the Russians were in dire need of support firepower on the battlefield. The main battle line tank units were adequate, but heavy guns were in short supply, mainly because antitank cannons were too large to mount in the turrets of the T-34 series of tanks. Though heavy and superheavy tanks could mount larger guns and, later, energy weapons, these vehicles were more expensive and slower to produce.

Tank killer units were introduced as a stopgap. These units, made up of tank chassis fitted with heavy antitank guns fixed in the hull rather than in a turret, proved extremely effective units in combat. They were organized as part of the divisional artillery of Tank Divisions, but they saw extensive combat on the front lines. Though the gun they carried could not traverse like the turreted cannons of tanks of similar size, tank killers more than made up for this with their heavier firepower, designed to destroy an enemy tank with one hit. In urban areas, especially, where enemy movement could be restricted more easily, tank killers would take a heavy toll on German Panzer forces.

The most common vehicles to see service in the tank killer units were the new SU series purpose-built self-propelled antitank guns. Units of SU tank killers were efficient, heavily armored and cheap. They were also relatively fast, able to close with the enemy, fire, and then either push forward or make a rapid withdrawal. The main limitation of the tank killer design was that they could be outflanked by turreted vehicles, and so were only effective in head-on attack or defense.

BASIC COMBAT GROUPS

TANK KILLER PLATOON



5 x Tank

TANK KILLER COMPANY

LIGHT PLATOON
1 x Light Tank Killer Platoon

LIGHT PLATOON
1 x Light Tank Killer Platoon

ASSAULT PLATOON
1 x Medium Tank Killer Platoon
or
1 x Heavy Tank Killer Platoon

ASSAULT PLATOON
1 x Medium Tank Killer Platoon
or
1 x Heavy Tank Killer Platoon

COMPANY HQ
1 x Command Platoon

Typical Combat Groups

Command Platoon	2 x T-34/7, 3 x SU-85
Light Tank Killer Platoon	5 x SU-100
Medium Tank Killer Platoon	5 x SU-85
Heavy Tank Killer Platoon	5 x SU-156

Default Morale: 3 (Qualified)

Special Rule: Steady Hands

Tank Killers, since they lacked turrets, had significantly lower profiles than other armored vehicles their size. In defensive positions, this provided tank killer crews with some special opportunities. Their vehicles could be emplaced and hidden fairly easily under rubble or inside revetments, aimed towards a potential point of enemy advance, and then fired when the enemy reached a predetermined point that had been targeted beforehand. These types of point-blank tactics were very common with Russian tank killer crews, though they depended upon extreme accuracy to be effective. If the first shot missed, the tank killer's position would be revealed, and the vehicle could easily be destroyed by return fire. Tank killer crews took great pains to make sure their weapons were properly sighted and ranged before they attempted such tricks on the battlefield. Russian tank killer crews that start the game in a prepared position (hull-down, camouflaged or concealed positions) gain +1 to their first attack only.

SUPPORT ARTILLERY

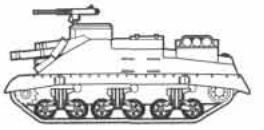
Artillery was another area in which the Red Army was severely lacking in the early stages of the war. In 1941, Russian artillery was outdated and underpowered, made up of towed guns and static emplacements. Self-propelled guns were practically nonexistent, and infantry were expected to carry and man their own mortars for fire support.

By 1942, the Red Army had made a full turnabout. By 1942, every Tank Division had, at least on paper, a full regiment of artillery. Tank divisions were rapidly resupplied with new self-propelled artillery pieces, and fixed guns were updated and replaced with new models that had longer ranges and larger yields. The greatest impact on the Support Artillery was the development and implementation of the SCUD-1 large artillery rocket. The SCUD-1, the first true ballistic rocket, was Russia's answer to the V2. Though it required a special heavy-duty crawler vehicle to transport it, its extremely long range and heavy warhead made it the most powerful artillery weapon in the Red Army's arsenal.

This renewed Russian affinity for artillery became something of an obsession, and artillery strikes on German lines were nearly constant from 1942 on. Though inaccurate, Red Army artillery was certainly plentiful, and the long range of the SCUD-1 batteries insured the armored and infantry forces an extensive umbrella of support fire, so long as these units were available. However, artillery batteries, especially the distinctive SCUD crawlers, were easy targets for Luftwaffe bombers, and unless the support units were themselves supported by air defense and Red Air Force units, they could easily fall prey to German airstrikes.

BASIC COMBAT GROUPS

SUPPORT ARTILLERY BATTERY



3 x Howitzer

SUPPORT ARTILLERY COMPANY

LIGHT BATTERY
1 x Light SPG Battery
or
1 x Light Static Artillery Battery

LIGHT BATTERY
1 x Light SPG Battery
or
1 x Light Static Artillery Battery

HEAVY BATTERY
1 x Heavy SPG Battery
or
1 x Heavy Static Artillery Battery

MISSILE BATTERY
1 x SCUD-1 Battery

COMPANY HQ
1 x Command Platoon

Typical Combat Groups

Command Platoon	3 x T-34/76, 2 x KV-1
Light SPG Battery	3 x Lend-Lease M7 "Priest" Howitzer
Heavy SPG Battery	3 x Heavy Self-Propelled Howitzer (any type)
Light Static Artillery Battery	3 x Light Towed Howitzer (any type) w/ Prime Movers (Trucks or Halftracks), 1 x Air Defense Vehicle
Heavy Static Artillery Battery	3 x Heavy Towed Howitzers (any type) w/ Prime Movers (Trucks or Halftracks), 3 x Ammunition Truck, 1 x Air Defense Vehicle or Scattering Field Carrier (JS-2 Chassis)
SCUD-1 Rocket Battery	3 x SCUD-1 Crawler, 1 x Air Defense Vehicle or Scattering Field Carrier (JS-2 Chassis)

Default Morale: 3 (Qualified)

Special Rule: Paving the Way

Russian artillery was so plentiful by 1942 that nearly every Red Army attack was preceded by heavy artillery bombardment. Even squad actions in urban areas could expect to receive at least a modicum of artillery support. The size and power of the batteries available for support varied greatly, but it was a rare commander who had no long-range support at his disposal, and the proliferation of self-propelled guns and more efficient and easily packed static artillery gave field fire support even more flexibility. In any scenario where off-board artillery fire missions are purchased, Russian players may buy up to 80 Threat Value points worth of artillery instead of the usual 60.

AD-HOC WALKER UNITS

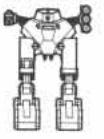
The first Russian walker units to reach the field were cobbled together from lend-lease British and American units and German PanzerKampfer captured in combat. These units were organized on an ad-hoc basis, leading to groups of walkers that were eclectic, at best. Foreign walkers generally bore the markings of their parent country when they arrived, and the Russians quickly repainted them in a flat olive drab or flat white, depending on the season.

Russian commanders were initially confused by walkers, and were unsure of how to fit them into their existing order of battle. Infantry units generally captured the first walkers by overrunning them and killing their crews, and so it was natural to allow these units to keep their prizes. As the lend-lease program was expanded and the number of walkers in combat began to grow, these ad-hoc groups were often formed into independent companies, though they were still most commonly attached to infantry battalions.

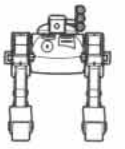
By 1942, the Russians were building their own walker units, and the organization of walker units became much more standardized. Though lend-lease walkers remained common in the Red Army, they were soon eclipsed in combat by purely Russian designs such as the G-27 and the R-7, and these new units used the new unit structures, rather than the ad-hoc groupings. However, on the front lines, captured enemy equipment remained a vital resource for undersupplied units, and ad-hoc walker units remained in common use throughout the war.

BASIC COMBAT GROUPS

WALKER PLATOON

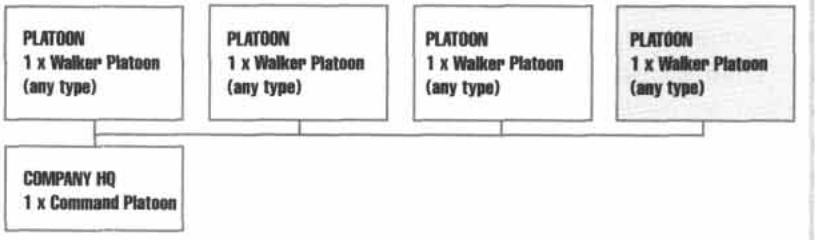


3 x Captured Walker



2 x Lend-Lease Walker

WALKER COMPANY



Typical Combat Groups

Command Platoon	2 x PzKpf IV Ausf B "Loki", 1 x PzKpf V Ausf A "Valkurie", 2 x M12A1 "General Longstreet"
Captured Platoon	2 x PzKpf IV Ausf A "Loki", 1 x PzKpf IV Ausf C "Loki", 1 x PzKpf V Ausf A "Valkurie", 1 x PzKpf VII Ausf A "Uller"
Lend-Lease Platoon	2 x M11A1 "Early", 2 x MV12A "Roundhead", 1 x M14A1 "General Jackson"
Mixed Platoon	2 x PzKpf IV Ausf B "Loki", 2 x M11A1 "Early", 1 x MV12B "Roundhead"

Default Morale: 3 (Qualified)

Special Rule: Breakdown

German walkers were delicate machines, and the Russians, used to military hardware that could withstand rough handling, had trouble keeping captured walkers in action. This was also a problem with American and British lend-lease walkers. Though the Allies had thoughtfully included manuals and schematics with their machines, these were printed in English, and few Russian engineers were bilingual. In any game set in 1939 to 1941, all captured German or Allied lend-lease walkers in use by Russian troops are treated as though they have the Flaw "Random Shutdown" at Rating 2. By 1942, when the flow of lend-lease walkers increased, manuals were reprinted in Russian by the Allies so that Red Army engineers could understand them, and so taking care of new Allied walkers became more viable than fussing with finicky German technology. This rule may be ignored if the game is set in 1942 or later, though it may be included to balance a more experienced Russian player.

LIGHT WALKERS

As soon as the Russians could produce their own walker units, they began integrating them into their order of battle. Initially, light walker units were attached directly to infantry battalions much as the older ad-hoc units had been. Russian light walkers were relatively fragile and thin-skinned, and were best used for close infantry support. The introduction of G-27 walkers added significantly to the strength of these forces, and Red Army tank battalions began substituting light walker companies for light tank units, something that had never been possible with ad-hoc formations.

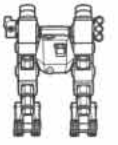
Light walker units consisted primarily of G-27 and D-1 walkers, which were deployed together for mutual support. The D-1 was a good anti-infantry unit, but needed the protection of the larger G-27's to be effective in combat with other walkers. Later companies were supplied with a Support Platoon of R-5 "Iron Bear" walkers and R-7 "Predators," adding much-needed short-range fire support. Thus constructed, light walker units became at least as effective as the Light Tank units they replaced, and many Tank Divisions dispensed entirely with Light Tank companies, preferring the flexibility of newer walker forces instead.

Often, however, confident commanders overestimated the battlefield capabilities of light walkers, and the results could be disastrous. The D-1 walker had been designed as an infantry support vehicle, not a battle-line unit, and commanders who sent it into combat against German PanzerKampfer without adequate support from heavier walker units were rewarded with a massacre of their D-1 forces. Light walker units needed to be balanced to be successful in combat, and Red Army commander often had to learn this the hard way.

BASIC COMBAT GROUPS

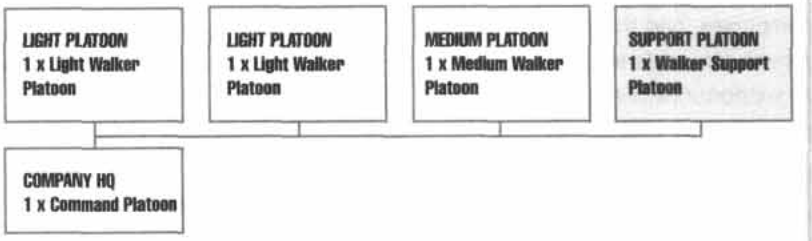
WALKER PLATOON

5 x D-1 Walker



5 x G27 Walker

WALKER COMPANY



Typical Combat Groups

Command Platoon	3 x D-1 "Little Brother", 2 x G-27
Light Walker Platoon	5 x D-1 "Little Brother", Medium Walker Platoon 5 x G-27
Walker Support Platoon	3 x R-5 "Iron Bear", 2 x R-7 "Predator"

Default Morale: 3 (Qualified)

Special Rule: Stick Together

Red Army commanders were initially unsure of how best to deploy their light walker forces on the battlefield. The original ad-hoc forces had been attached to infantry units, and so it seemed reasonable to deploy the new light walker units in a similar fashion. Early Red Army light walker crews were drawn from the infantry, and the tactics they used on the battlefield consequently very closely resembled infantry squad actions. These tactics had a purely practical side as well, since all D-1's and most G27's lacked radios, and so walkers needed to stay close together in order to receive commands. Light walker units developed complex sets of movement signals to convey orders on the battlefield that often resembled a kind of dance, which was the object of derision among German forces. Light walker units are organized like infantry squads using individual figures, and have a command distance of twice the unit leader's Skill in MU's. This rule may be ignored if combat is occurring in 1942 or later, after which time organization and tactics had greatly improved.

ASSAULT WALKERS

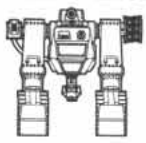
The introduction of the R-5 and R-7 combat walkers convinced the Russians of the combat effectiveness of the walker as a frontline combat unit. The R-7 proved to be powerful enough to stand toe-to-toe with light and medium tanks, and the R-5 was a solid and versatile fire support unit. In 1942, the Red Army began organizing these walkers into specialized Assault and Tank Hunter companies, and these units were deployed alongside tank forces not only as support units, but as battle line weapons in their own right.

The development of walker technology reached its most impressive stage with the Red Army's deployment of these units. Though relatively expensive, Russian walkers were designed with mass production in mind, and factories could churn out heavy walkers at a tremendous pace. Their impressive success ratio against German PanzerKampfer and tanks led military planners to further increase production, and Russian assault walkers were soon reaching the front in numbers to rival the Wehrmacht's Panzerkampfer forces.

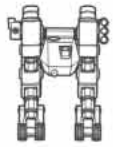
Red Army assault walker units were specifically intended to function in the difficult terrain and cruel weather of the Russian homeland, and Red Army engineers were adept at keeping their machines operational in even the harshest of conditions. Maintenance units developed special tricks such as erecting "walker tents" to keep engines dry, draining oil reservoirs at night too keep the fluids from freezing and rubbing salt cakes on the secondary movement system treads to melt away ice and snow. Maintenance crews could ready assault walker units for combat in temperatures as low as –40 degrees centigrade.

BASIC COMBAT GROUPS

WALKER PLATOON



3 x R-7Walker



2 x G-27 Walker

ASSAULT WALKER COMPANY

ASSAULT PLATOON	ASSAULT PLATOON	MEDIUM PLATOON	MEDIUM PLATOON
1 x Assault Walker Platoon	1 x Assault Walker Platoon	1 x Medium Walker Platoon	1 x Medium Walker Platoon

COMPANY HQ
1 x Command Platoon

TANK HUNTER COMPANY

ASSAULT PLATOON	HEAVY PLATOON	TANK HUNTER PLATOON	TANK HUNTER PLATOON
1 x Assault Walker Platoon	1 x Heavy Walker Platoon	1 x Tank Hunter Walker Platoon	1 x Tank Hunter Walker Platoon

COMPANY HQ
1 x Command Platoon

Typical Combat Groups

Assault Platoon	2 x R-7 "Predator", 2 x G-27, 1 x R-5 "Iron Bear"
Command Platoon	3 x R-7 "Predator", 2 x G-27
Heavy Walker Support Platoon	5 x R-5 "Iron Bear"
Medium Walker Platoon	5 x G-27
Tank Hunter Walker Platoon	5 x R-7 "Predator"

Default Morale: 3 (Qualified)

Special Rule: Stability

Russian assault walkers were heavy machines, some of them weighing as much as medium tanks. They generally had a very low center of gravity, giving them their typical squat appearance and keeping them stable in combat. Russian field engineers in assault walker units sought to extend this advantage even farther, tweaking gyroscope settings and fiddling with computators and hydraulics to give their vehicles an added edge. In game terms, all R-5 and R-7 walker units are only half as likely to be knocked down by fire or hand-to-hand combat. The Driving Skill roll Threshold for walker knockdown is halved (rounded up) for these units.

SPECIALIZED UNITS

Despite the reorganization of the Red Army, a number of specialized units did not fit into any category; these vehicles remained separate from the normal divisional structure. They were either too expensive, too fragile, or too difficult to produce for them to be used in the normal order of battle.

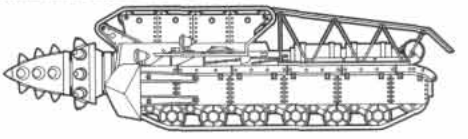
Lower-echelon commanders often had a very hard time gaining access to them. Requisitioning a specialized unit meant delving into the morass of Soviet bureaucracy and internecine intrigue, and many commanders felt they'd be better off not making the effort. In some cases, however, the need was so great that requisition requests managed to cut through the usual red tape, and the specialized units would actually reach the field, often just in the nick of time, where they could often turn the tide of battle very quickly.

Specialized units were never organized in formations larger than platoons. Instead, they were simply kept on the division or corps level in a motor pool from which detachments could be sent to specific units that required them for one reason or another. Divisional commanders were very guarded about their special unit resources, and almost never admitted to having as many as they actually did, for fear that the vehicles would be seized and redeployed to other units.

In combat, specialized vehicles were easily distinguished from their conventional brethren, and were often inviting targets for German forces seeking to deny their enemy advanced war materiel. Battlefield commanders always took great pains to protect these vehicles, as the NKVD carefully noted any perceived "waste" of these valuable resources.

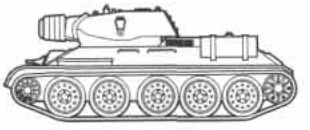
BASIC COMBAT GROUPS

ENGINEER DIGGING PLATOON



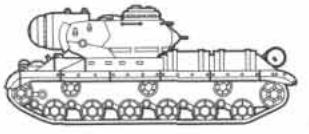
3 x ZK-1 "Mole" Digging Vehicles

THERMAL CONTROL PLATOON

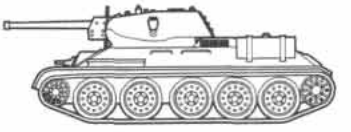


4 X THERMAL RAY CARRIERS (T-34 CHASSIS)

SPECIAL AIR DEFENSE PLATOON

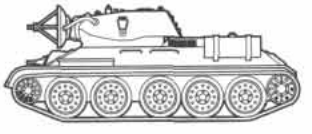


2 x Scattering Field Carriers (JS-2 Chassis)



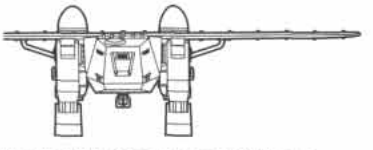
2 x Air Defense Vehicles

SONIC PROJECTOR INFANTRY SUPPORT PLATOON



5 x Sonic Projector Tanks (T-34 Chassis)

URBAN COMBAT SUPPORT PLATOON



5 x D-4 "Grasshopper" Walkers

Special Rule: Requisition

If a commander was lucky enough to get his hands on one of these precious units, the tide of battle could quickly swing in his favor. In order to purchase special units for a Red Army force, the player must make a successful Leadership roll, using the Skill of his force's overall leader, versus a Threshold of 2 for High Priority missions, 4 for Medium Priority missions and 6 for Low Priority missions.

Chapter Five: Allied Superscience

Unlike their opponents, the countries that formed the Alliance did not invest heavily in advanced scientific research before the start of the conflict. Confident in their martial abilities, which had won the First World War, they did not wish to invest large sums of money in "pipe dreams." Most of the discoveries were the work of individual inventors and laboratories, and few had applications in the field (the Tesla installations of France's Maginot line being the major exception).

The Axis' reliance on superscience — and the early, rapid victories gained with it — caused a rude awakening. Emergency development programs were started with great haste, and orders where given to deliver any captured enemy device straight to headquarters. Within a few short months, the Allies, backed by the United States' immense industrial capacity, had largely managed to catch up to their Axis counterparts.

SUPERSCIENCE UNBOUND

Britain and her allies firmly believed that the imminent war with Germany would be one fought in a similar vein to that of 1914's. Trench warfare, with the costly push across no man's land, would once again be played out in the fields of Europe. Military engineers and scientists were encouraged to focus on these ideals; it is no surprise that they produced weapons that would prove entirely unsuitable for what was to come.

For example, light amplification work stemming from the Canal Defense Light System under Harry Grindell-Mathews and Jonathan Townshend had yielded the Laser (Light Amplification by Stimulated Emission of Radiation). With their heavy power requirements and slow recharge, the early laser systems were well-suited to prepared positions on a stable front. Vehicle mounts were crude and cumbersome, and the laser was not considered to be an offensive tool. Walker and tank development followed a similarly defensive path, with slow moving, heavily armored designs that were meant to support advancing infantry. Heavy machine guns and an inadequate two-pound gun was the standard armament.

Allied tactics lacked aggression and focused on small advances followed by consolidation until support and supplies would allow another probe. Blitzkrieg was to change the world opinion on modern warfare, nowhere more so than across the channel.

BRITISH EFFORTS

The defeat of the BEF and France by the tactics of Blitzkrieg was to change the thinking of weapon researchers in Britain. New designs were ordered as Commonwealth forces rushed to protect the Suez Canal and Middle Eastern oil fields. Blitzkrieg had given Germany success in Europe, but it had also energized the British war machine. With their backs to the wall in 1940, the last bastion of a free Europe in the West had to produce its best, not just to survive — but to carry the fight back to Berlin.

The North African desert proved to be an excellent testing ground for new tactics and technology. Commonwealth inventors and engineers began to rapidly miniaturize the cumbersome defense systems they had designed in the Thirties. New Walker and tank designs were faster and carried heavier anti-tank weaponry designed to smash lead elements of German and Italian advances. The laser was now smaller and more energy efficient, able to be fitted into a medium turret or walker weapon hard points. Dubbed the "Death Rays" by Italian forces, who panicked after their initial contact, the laser was to give the Commonwealth forces a small advantage in the desert while German scientists scrambled to catch up (which they eventually did).

The infantry was to receive a technological boon also. The six-pounder gun was now becoming more common, two and three-inch mortars were commonplace and the new concussion mortar rounds were making their painful presence felt to bipedal walker pilots. The PIAT, with its hollow charge able to penetrate the thickest German armor, gave the lowest infantryman the means to stop the largest panzer. A larger version, the PVAT, was carried by combat walkers.

RUSSIAN EFFORTS

The Russian scientific community suffered as badly as, if not worse than the Red Army during Stalin's bloody purges. For the most part, Russia was cut out of the technological advances of the 1930s, so that by the outbreak of the war, their military hardware was severely outclassed. With the start of Operation Barbarossa in 1941, Russia finally suffered the real consequences of their leader's lack of vision.

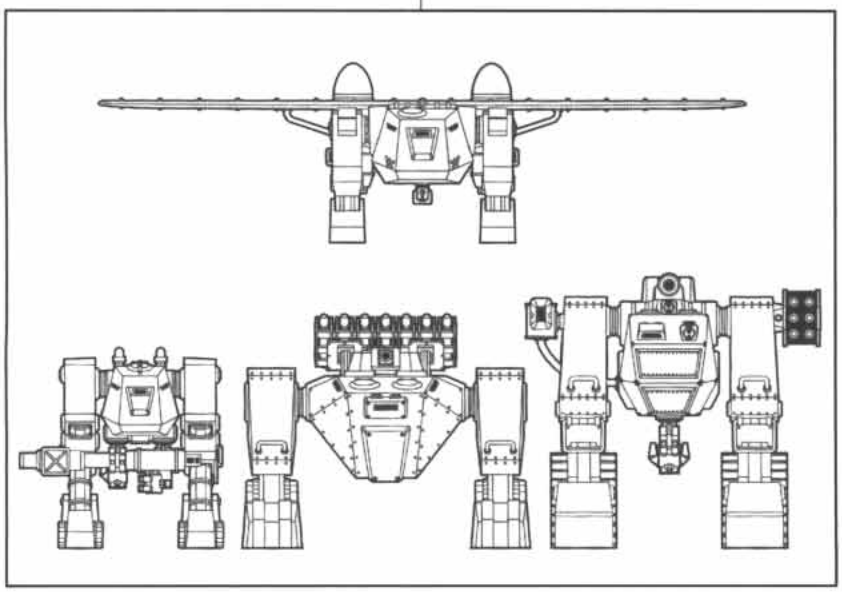
However, the heroic defense of the Motherland in the winter of 1941 to 1942 gave the Russians renewed confidence

in their cause, and as Red Army counterattacks began, Stalin instituted his "Five Year Plan for Victory," a rapid industrial growth program that included a revitalization of scientific research. In a few short months, secret laboratories tucked away in the far reaches of the Ural Mountains were churning out new technology to push back the oncoming fascist threat. By 1943, Mother Russia was reaching technological heights to match, and sometimes exceed, the German invaders.

• WALKER TECHNOLOGY

The Soviets underwent a crash program right after the beginning of the German invasion, with the first Soviet Walkers appearing in the summer of 42 (the Red Army has begun fielding Lend-Lease vehicles before this). Though initially without any walker technology of their own, the Russians, who had suffered terribly at the hands of German PanzerKampfer, quickly formulated designs to fill the gap. The G27 was the first example of Russian design philosphy; the walker was designed to not only fight in the extreme cold of the Russian winters, but it was also able to travel further that most other contemporary designs of the time. The joints were covered with heated canvas cowlings to prevent freezing; the complex heating systems were sometimes prone to overheating, resulting in fires or premature explosions. Additionally, the large fuel tanks and inefficient engine designs left the G27 vulnerable.

Another early development was the anemic D-1 "Little Brother." Though a derivative of American Lend-Lease Early walkers, the D-1 was considerably smaller than both the G27 and the Early, had an underpowered secondary movement system, thin armor and only a heavy machine gun and a few demolition charges in the way of armament. However, the design was cheap and easy to build in large numbers; when assigned to support infantry companies, it performed adequately, so long as it could be kept away from enemy vehicles. Later versions included rudimentary manipulator arms capable of firing small disposable antitank weapons, improving the walker's usefulness significantly, and field refits of appliqué



John Townshend

Born on 23rd October 1910 in the sleepy village of Dawlish in deepest Devon. However with the return of his father from the battlefields of WW1, the family were forced to relocate from their rural idyll in order that Jacob Townshend may find work in a depressed post-war economy. Fortuitously for Jonathan, the family settled in Farnborough in Hampshire some thirty miles south of London.

Jonathan was a brilliant student at the local Grammar school, however due to lack of family financial resources he was unable to consider continuing his education at University level. Instead he attended night school and here his innovative and brilliant mind was recognized by several of his lecturers who were closely affiliated with the Royal Aircraft Establishment at Farnborough. He was encouraged to try for a scholarship to Oxford University and his success enabled him to study there for four years, finally gaining an honors degree in physics.

He then commenced a noteworthy career at the RAE, working with Grindell-Mathews and specializing in light amplification and its many uses. With early rumors of an imminent war, his work came to the attention of the military who co-opted him to a secret location where he worked on laser technology and its application to military weaponry.

armor plates proved very effective. The D-1 was cheap and easy to mass-produce, and by 1943 most infantry units had at least a few "Little Brothers" for close support.

The lessons learned from the implementation of the D-1 gave the Russians confidence in their new tack in vehicle design, and the R-5 "Iron Bear" was the next Russian walker to roll off the line. Envisioned as a support unit to be paired with the G27, the R-5 was not designed with front line combat in mind. A large quadruped inspired by the British's 'Wagsworth,' it was built for versatility and easy maintenance. Though the factory standard model was fitted with a support field gun as its primary weapon, the mounting lugs could easily be modified in the field to carry any number of other weapons systems. Before long, R-5 walkers were being refitted with tank guns, heavy flamethrowers, anti-aircraft turrets and packs of newly available Katyusha rockets.

ELECTROMAGNETIC HARMONIC DISPLACEMENT

Meanwhile, on the other side of the Atlantic the Americans were not resting on their laurels. They had quickly developed walkers of their own and were keeping a close eye on any new enemy development. Most of their efforts were centered around aircraft technologies (see **Luft Krieg** for more), among which the US scientists explored many aspects of radar and radar deception technology. One research team attempted not to dissipate radar signals but to create harmonics, letting the energy pass through the target. In theory, this could make an airplane invisible not only to radar but to the naked eye as well.

Huge amounts of power were needed to achieve basic harmonic threshold in a small part of any target. Once basic harmonics were achieved, however, a linear amount of additional energy could enable larger masses to be affected. Lateral shifts also occurred during the process, with larger masses being more controllable than smaller one.

The theory was found to have significant problems. Once the harmonics where achieved, they affect all electromagnetic and atomic effects, including important interactions with nearby materials — to the world, the harmonic object simply did not exist. Unfortunately other forces in the universe, like gravity, where not affected, and planes crashed while tanks and a few unlucky test soldiers sank into the earth.

The last hope for the project was to experiment on naval vessels, the idea being that if aircraft couldn't be moved, then perhaps an aircraft carrier could. In theory, it would then be able to launch its aircraft in a surprise raid. By laterally moving to a short height above the ocean, the ship could 'splash down' into the water once released from its harmonic state. The limited EHD work on naval vessels met with a range of results from comical to disastrous. Allegedly, in the fall of 1943 a U.S. Navy destroyer was made invisible and teleported wholesale from Philadelphia to Norfolk, Virginia.

When it was learned that the integrity of earth's crust under the EHD facility was being fractured by 'lost' test subjects, all field experiments involving EHD were stopped until a better grasp of the theory could be attained. Still, the project was not a complete loss. At least one cargo ship was "shifted" to Europe with a hold full of the new American superheavy tanks — though no one knows what happened to the vessel's crew, which simply vanished and never reappeared.

MOLE TANKS

During the post-war 1920s and 1930s, Britain set about improving its industrial might in a rapidly evolving world. Coal had now become a staple diet for many of the ravenous new industries that had evolved in the 20th century. Production needed to be increased, despite the shortage of available labor due to the losses in the Great War of 1914-18. Increased mechanization seemed to be the key, and numerous companies and private inventors tackled the problem.

One such device was a tracked drilling vehicle that could rapidly excavate large areas of coal and then transport it to the surface faster than any man and pony combination. These devices were taken up in limited numbers but found not to be cost-effective, with initial costs and maintenance wiping out any production benefits. In 1939, however, a mine operating one such device suffered a massive cave in, trapping the entire drill crew deep underground. The quick-thinking drill operator ordered the miners to climb in the empty coal bin, and then proceeded to tunnel its way to the surface. Upon reading an account of the daring escape, members of the War Ministry, remembering the numerous tunneling operations in the Great War, took a keen interest.

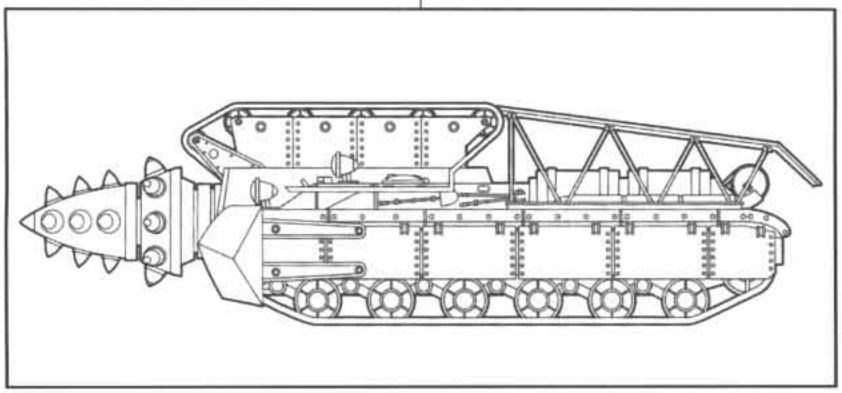
By 1940, prototype Mole Tanks were able, with the help of specially constructed entry points, to burrow underground and accurately resurface over half a kilometer away after but a few hours digging time. The direction and distance dug was governed by a computator and could be accurate to within ten meters. A supply of com-

pressed oxygen both sustained the crew and allowed the engine to operate; some designs used snorkel-like "tails" instead. Unable to mount a turret due to its unique mode of transport, the vehicle carried its armament centrally, facing to the rear. This prevented any damage to the weapons and allowed for greater visibility. Once the tank surfaced, it would open engine air intakes, rotate 180 degrees and begin engaging opponents.

The first 'Bull Ant' went into service late in 1942 and was armed with a six-pounder, two Vickers machineguns and the element of surprise. Only effective in a limited range of situations, especially against known defensive positions, it met with mixed results. Many German units suddenly found themselves facing a company of these tanks and infantry support erupting into their positions. Though the mole tanks had proved effective, they still relied on rapid reinforcement from friendly infantry to be truly combat-worthy. A infantry transport version was produced: it could carry a squad of infantry at the expense of its main gun.

• RUSSIAN DESIGNS

The British were not alone in investigating mole technology. Perhaps the most unusual of all the Russian vehicles was the strange purpose-built ZK-1 "Mole" digging vehicle. The Mole was designed as part of a plan to save the besieged city of Leningrad. A large set of hardened steel drills at its forward end were capable of grinding through the frozen ground of the Russian plains in winter, and a heavy caterpillar-style conveyor drew the pulverized material over and underneath the vehicle's treads, where it was pounded flat and hard as asphalt. Groups of engineers followed, building supports to keep the roof of the tunnel from collapsing. A stable underground roadway could be created in a matter of only a few days, and these tunnels proved to be a vital lifeline into Leningrad and Stalingrad. Later, the Red Army would use ZK-1's to build underground factories, fortress networks and hangars. The unnerving ability of Red Army forces to strike from these hidden bases and then disappear would wreak havoc among German forces. In combat, too, the Mole proved a useful tool, able to dig tunnels under rivers and streams, and also to gouge out quick field revetments in which tanks and infantry could seek shelter.



AERIAL PROJECTS

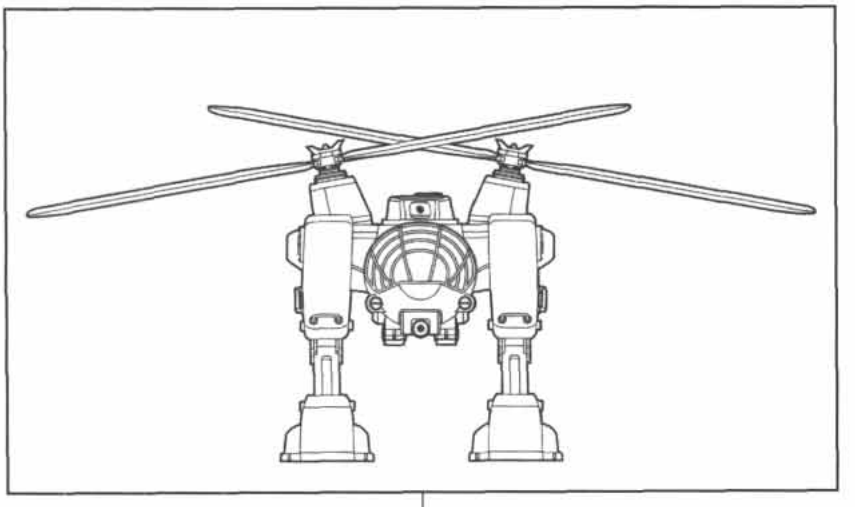
Aircraft proved to be one of the most effective weapon in the arsenals of Mankind. Darting from the sky, out of reach of most weapons, they could rain death and destruction over wide areas with impunity — until enemy planes arrived.

Aerial infantry were an especially dangerous threat to contend with. They could deploy from land, sea or air; furthermore, they could simply fly over traditional battlefield obstacles such as minefields and rivers. The Germans were the first to field "Rocketruppen" jetpack equipped troops, to great effect. On the Allies side, Sikorsky was asked to translate his new helodyne technology to a more personal level.

During the months that this took, a handful of men where pulled from existing Ranger units to develop tactics. Using captured flight packs, these rocketing Rangers went so far as to parachute into coastal France, bounce a German V-rocket site and jet out to an awaiting Maquis fishing boat. Code named "Rocket's Red Glare," this operation set the expectation for the American Aerial Infantry forces. Survivors of the raid either helped train the first aerial infantry or continued with small one or two-man commando actions throughout the conflict.

• SIKORSKY PERSONAL HELODYNES

Sikorsky's X-shaped quad propeller design was stalemated until he studied Rockettruppen equipment captured at Casablanca. Igor Sikorsky's biggest headache was the slow speeds or large clear areas needed for landing under fire. Combining German flight controls, legged landing gear and new advances in computator technology, Sikorsky eventually produced the M2 Personal Propeller System, or 'PPS' for short.



This backpack-style system has a large rotor with two contra-rotating propellers to provide the thrust and lift. Earlier models had smaller propellers on side arms to provide balance and fine control. The chest-mounted computator and control panel interpreted the pilot's commands to adjust the propellers and their jointed arms. It was even possible to 'let go' of the controls for brief periods of time, allowing full use of hand-held weaponry. When on the ground, the arms and propellers would fold away and down, allowing soldier to pass through most alleys and doorways.

Copying their German jetpack commando predecessors, the Allied flying soldiers adopted a high proportion of automatic weapons. As a regular combat unit, though, they also needed heavier support weapons. Sikorsky returned to his quad-propeller, the M1 PPS, to allow the operator to also transport a light mortar or medium machine gun. Antitank capabilities were a problem for the Aerial Rangers, so each infantry platoon has its own bazooka teams. A handful of Sikorsky helodynes usually assist in scouting and transportation duties.

• FLYING WALKERS

In early 1944, Sikorsky was able to give the Army one more flying weapon: the M15A1 General Washington, the first "whirly walker." This was made possible by using a larger version of the M2 PPS, built right into the walker's frame. While the propellers prevented the use of a full turret, the walker's arms still gave its bazooka a good arc of fire. Meanwhile, the walker's legs helped overcome issues related to landingm, just as with the infantry M2 PPS.

Not every flying walker design was a resounding success, however. The Russian D-4 "Grasshopper," for example, had an unfortunate and embarrassing career. The D-4 was a bizarre six-legged machine intended for urban combat. With rocket thrusters, overpowered leg struts and collapsible lightweight canvas wings, the D-4 was capable of limited flight (though in practice, these were more like extended jumps). It was armed with small bombs and a belly-mounted gun for strafing, but no truly effective weapons for use on the ground. On the battlefield, the Grasshopper became something of a joke. As they zipped across the skies of besieged Russian cities, Grasshoppers became easy targets for Luftwaffe fighters, who made great sport of shooting these bizarre contraptions down. Tongue-in-cheek tales of the exploits of the *Wanzezerstampfungers* (or "bug-crushers") were sources of great amusement among German forces. Though production of the D-4 officially ceased in 1942, desperate Russian forces, glad to get any walkers at all, were still making extensive use of the Grasshopper during the Battle of Stalingrad.

REMOTE CONTROLLED DECOYS

The Remote Controlled Decoy Vehicle (RCDV) was a clever and innovative design by the British. Using a cut-down US jeep chassis mounting a medium two- stroke engine and an inflatable tank-shaped balloon, engineers stationed at the training facility on Salisbury Plain developed a unique training tool for Commonwealth tankers. Dubbed the "inflatable menace", the RCDV offered a moving target to test the guns that was cheap and could usually quickly be repaired.

It wasn't far into the North African campaign when Commonwealth armored regiments began requesting RCDVs for frontline units. Commanders in these units, who rightly feared the range of the newer German anti-tank guns began to use the RCDV to fool enemy anti-tank spotters. Advancing columns of Commonwealth armor were frequently spearheaded by these decoy tanks painted with desert camouflage and unit insignia. German gunners were stunned when a well-placed 88mm shell would cause the British armor to "pop."

Once the Germans realized the deception, they began to develop anti-tank tactics that would help to identify dummy targets before they revealed firing positions. Often this involved small arms or mortar fire to deflate the balloon. The British countered by filling the balloons with a light weight foam and placing thin armored sheeting on the front of each RCDV which gave a believable spark and sound when struck by light rounds.

The RCDV underwent many modifications as the battlefield switched from North Africa to Europe, often in order to counter new German tactics to identify them. Eventually, High Command ordered all production to cease when cost became ridiculously high for a mere decoy.

RCDV Rules: a decoy costs one-tenth of the Threat Value of the vehicle it is supposed to represent. Armor rating is one-tenth of the original as well, rounded up to the nearest whole number.

Decoys move at a Combat Speed of 2 at all time; they do not have Top Speeds. They need to be controled (at the cost of one Action) by a friendly unit in Line of Sight while moving. No Driving test is required (or indeed possible); the decoy automatically fails any Dangerous Terrain Test it has to make.

Decoys have no weapon and cannot attack. They have a Size equal to the vehicle they represent for spotting purposes, but only 1 for collision purposes. Walkers cannot be replaced by convincing decoys, only ground vehicles. Decoys are represented on the table with a miniature or counter of the "real" vehicle and need not be revealed as decoys until a) they are damaged or b) they are approached within a number of MUs equal to their apparent Size.

SAND FLY WALKER

The Sand Fly Walker design stemmed from the natural development of British Commando tactics in Northern Africa in 1941. Often required to operate behind enemy lines for extended periods of time, the commando units would frequently dig in during the heat of the day and operate a night. The Sand Fly Walker was developed to enhance and compliment the already formidable fighting prowess of the unit.

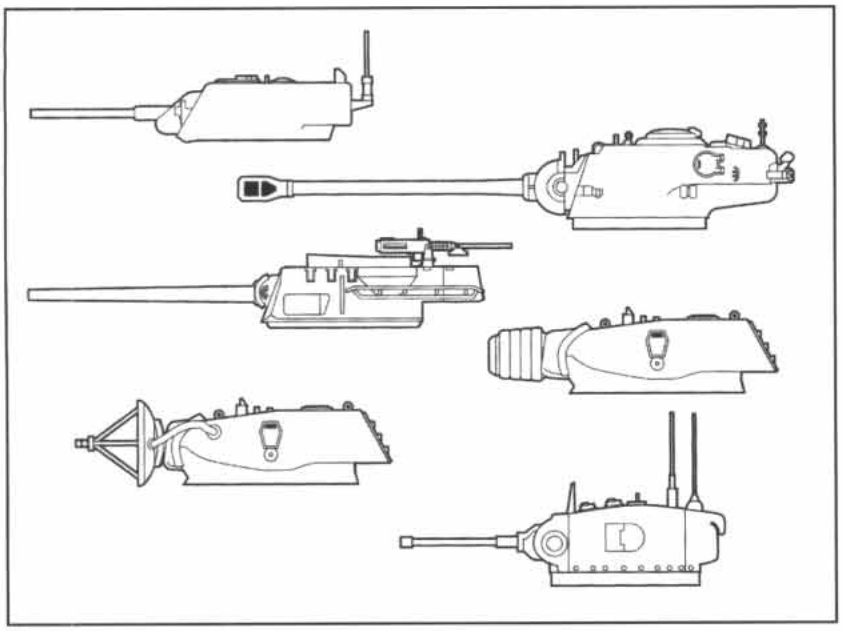
Small and squat compared to earlier walker designs, the Sand Fly incorporated some unique features which enabled it to operate for extended tours in enemy held territory while remaining practically invisible during the day. A reliance on the British medium laser for its main armament allowed the Sand Fly to recharge its weapons' system batteries during the day using small solar panels. This also reduced fuel consumption, as the Rolls-Royce engine was not required to generate power. The Walker was also armed with two Vickers machine guns that could be replaced by German MG 34's when the captured munitions became plentiful.

The most innovative feature of the Sand Fly was its ability to bury itself in a sand dune. A plough fitted to the front of the walker would allow the Fly — in vehicle mode — to create a small sand hollow or revetment. The tracks could then be angled and rotated to force up a plume of sand that would quickly cover the vehicle. A small periscope could be raised to give the crew a view of the outside world. Commandos or friendly infantry outside were able to add the finishing touches to the camouflage with shovels, and set up the fragile solar panels for recharging.

The Sand Fly performed its task well in North Africa but quickly became a second line unit once the Germans withdrew from the continent and the invasion of Italy took place. It was never truly common, and was almost always deployed alone.

Peter Gould

Born in 1906 with the proverbial silver spoon in his mouth. He attended Marlborough and then Cambridge University where his brilliant work earned him a double first. He was recruited directly from university by Military Intelligence and after the obligatory year bumming around Europe, he commenced work in a special research unit attached to Sandhurst Military Academy in Camberley, Surrey in 1930. His work was primarily concerned with top secret and innovative modifications to Walker drives and chassis. With the start of hostilities in 1939, his work centered on the custom building of a series of four -legged futuristic Walkers with specifications unheard of anywhere else in the world.



WEAPONRY

Most of the superscience developed on the Allied side concerned weaponry. The Russians, like the Germans, were fascinated by the success of the French "death rays" on the Maginot line, and British spies managed to secure plans to these weapons, subsequently turning copies over to Russia. Russian scientists were able to reduce their size considerably, and soon they had developed a pared-down weapon called the "Tesla ray," capable of being mounted in the turret of the KV-1 battle tank. The Tesla ray, though never truly common on the battlefield, was the touchstone for the Russians' new wave of technological advance, and adaptations of the ray for other applications became progressively deadlier.

Allied Superscience Weapons

Weapon	Force	ACC	DM	Range	ROF	Special	Year	TV
Concussion Mortar	Common.	-2	x8	1/2/4/8	0	AE0,AC,*	'41	+30
Electrokinetic Gun	Russia	0	x22	5/10/20/40	0	'43		+80
Heat Haze Gen.	Common.	0	*	1/2/4/8	0	Obsc.=MoS	'41	+30
Light Laser	Common.	+1	x5	6/12/24/48	0	AD1	'41	+50
Heavy Laser	Common.	+1	x9	6/12/24/48	0	AD1	'41	+100
Magnetic Cannon	Russia	0	x12	2/4/8/16	0	AC, *	'43	+40
PVAT	Common.	0	x13	1/2/4/8	-1	-	'40	+20
Scattering Field	Russia	0	0	0/0/0/0	0	AE4, Obsc.+3	'42	+30
Sonic Projector	Russia	-1	x6	0/0/0/0	3	AE5, AI	'42	+30
Tesla Cannon	All	0	x10	1/2/4/8	0	Haywire	'39	+30
Thermal Ray	Russia	0	x8	1/2/4/8	0	AD2,*	'42	+10
Walker Bazooka	USA	0	x12	2/4/8/16	0	-	'41	+30

**Additional special rules: see weapon description*

CONCUSSION MORTARS

A simple design used by the Commonwealth infantry, the Concussion Mortar was to prove effective against the new marauding walkers. Firing a twelve-inch long tube up to a distance of 300m, the aim of the device was to detonate three meters above the ground, beside the target. The concussion from the specially-built tube would overload the crude gyroscopes carried in the enemy walkers, causing them to topple.

One of the side effects that made this weapon even more effective was that troops near the concussion blast were often stunned and/or deafened by the blast. Crews and loose equipment inside the target vehicle would also be thrown around the fighting compartment, causing injury and damaging delicate optics and other sensitive devices. When Japan entered the war in 1942, the bird -like designs of the Japanese light Walkers proved to be especially vulnerable. Large massed infantry charges, a tactic of the Imperial Army, were also quickly broken up by well-placed mortar fire.

Requiring only three men to operate, it was an effective tool against oncoming enemy walkers. A later modification allowed the Concussion mortar to be carried into battle on modified Sexton and Priest chassis.

Special Rules: Concussion mortars force walker pilots to make a Piloting Skill check versus the MoS of the attack. This is modified by the difference between the DM of the weapon and the Size of the affected vehicle (i.e. a Size 6 vehicle would have a +2 modifier versus a DMx4 mortar). If failed, the walker is knocked down (see **Gear Krieg** rulebook, page 66). Infantry units are automatically pinned down for 1d6 turns if they are within the mortar's Area of Effect.

ELECTROKINETIC CANNONS

One application of Tesla technology was the "electrokinetic cannon," a combined energy/projectile weapon of great destructive potential. The Russians based this weapon on schematics from reverse-engineered German "Thor's Hammer" artillery guns, applying the same principles they had used to shrink the Tesla ray. The result was a rudimentary combat railgun small enough for common battlefield deployment. Firing large armor-piercing rounds at velocities far faster than normal cannon rounds, the electrokinetic cannon became the primary weapon of the Russians' new SU-series tank killers.

R-7 "Predator"

By the time the R-5 was reaching the field, the Russians were already formulating an even more ambitious combat walker design. The R-7 "Predator" became a symbol of the battlefield potential of walker technology, as well as the best Russian walker of the war. Designed to replace the older G27 walkers, the R-7 was armed with a magnetic cannon and an array of solid-fuel rockets, along with a pair of light machine cannons and twin heavy machine guns. The bipedal R-7 also had strong armor and an extremely resilient tracked secondary movement system. The Predator was built to take on other walkers, but the Red Army soon discovered that the R-7 could take on tanks as well, and soon, the Red Army was fielding tank-hunting units comprised entirely of R-7 walkers. Later variants were fitted with field guns and stabilizer units for light fire support duties, and some had the magnetic cannon replaced with a small electrokinetic cannon or Tesla ray.

HEAT HAZE GENERATOR

Heat haze was a common problem faced by both sides in North Africa. Warm air rose out of overheated desert sands, making the horizon blurred and hazy. During the early afternoons on high temperature days, this haze could cut effective spotting range down to one kilometer or less, and friend or foe determination was nearly impossible.

Work by Charles Townes into stimulating microwave radio energy was in the testing phase in late 1941. While individual "radar guns" were perfected, the larger vehicle-sized units did not fare as well. Unimpressed with the slow heat build up that armor plating suffered when exposed, the War Ministry decided to wait and see if Townes could improve the weapon. Desert veterans who viewed some of the test firing remarked that the haze caused by the weapon heating the air between itself and the target was similar to conditions in the desert. It wasn't long before military strategists in the Ministry began to see the applications a man-made haze could have on the battlefield.

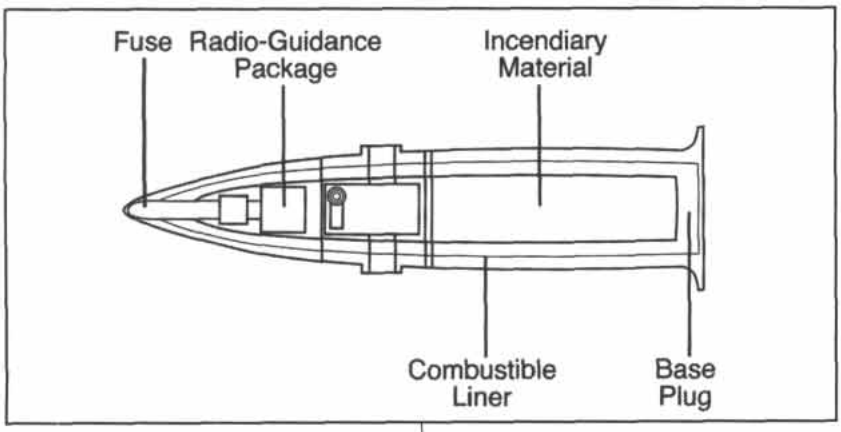
While Townes worked on focusing the microwaves into an effective weapon, engineers from his team were ordered to fit an unfocused microwave gun to a Universal Carrier. When fired, the haze produced from the weapon made the vehicle difficult to spot at 300m. Unprotected personnel who got within 50m of the front of the vehicle also suffered from the high air temperature; blistered and cracked skin was common, and goggles were required to keep the eyes moist.

On the battlefield, German spotters were unable to tell the microwave-generated heat haze from the natural desert effect, until the haze began to move closer. Even when the German anti-tank gunners were aware of the British attack, the haze made line of sight very difficult. British tanks suffered the same difficulties while the haze preceded them but they could close range on the superior German guns before the microwaves were turned off.

Special Rules: the Heat haze Generator is treated as a weapon and require one Action per round to maintain. Any spotting or attack within or passing through its Arc of Attack and range is subject to an additional Obscurement modifier. The Generator has otherwise no effect on enemy units.

MAGNETIC CANNONS

The magnetic cannon was another strange but effective weapon developed by the Russian scientists. Though based around the same electromagnets found in electrokinetic cannons, the magnetic cannons represented a real departure from Tesla ray technology. Russian engineers boosted the electromagnets' power and focused and amplified the resulting energy fields to form a coherent "battering ram" of magnetism that crumpled armor and smashed defensive installations. Surprisingly enough, this weapon used less power than the Tesla ray; this, combined with its success in its first battlefield deployments, led to its inclusion as the main weapon of the famous R-7 "Predator" late war battle walkers.



RADIO HOMING MUNITIONS

Several different principles were attempted to make long range gun and high altitude bombing more accurate. A novel and risky method was found as an off shot from radar guided munitions. While using reflecting radar emissions to actually guide attacks was proving difficult Nikola Tesla prompted the idea of "what if the target was transmitting?"

This idea was put into practice in early 1941 with an armored box featuring a clock and a single button. Inside was a radio transmitter set to the frequency and pulses that a similarly set receiver could use as a guide. An infantry or walker unit would place the box in place and activate it. The clock was used primarily by the French Resistance fighters, who could sneak a transmitter into position with the timer set to activate shortly before the arrival of the bombardment. Once activated, the battery broadcasted the homing signal for up to twelve minutes.

Only larger artillery shells and bombs could be fitted with the guidance package. The Americans fitted 8-inch guns and 240mm howitzers, naval cruiser and battleship guns. Both the Commonwealth and US air forces attached homing units to Fuel Air Explosive, 12,000 lbs and Earthquake bombs. The Commonwealth used their US homing units primarily with transmitters placed by the French resistance.

• RADIO-HOMING RULES

Cost: artillery, naval or air strikes using radio-homing ammunition costs 10% more Threat Value points (rounded up). This includes the cost of one target position transmitter, which can be given to any unit in the field.

Preplanned Fire: In this method the artillery, naval or air strike is planned to occur at a certain time. It is therefore critical that the transmitter be in place when the bombardment commences. The attacking player should write down the desired arrival turn of the bombardment. The actual arrival turn will vary: unsynchronized watches, planes diverting around flak, etc. Roll one die at the end of the planned arrival turn: a result of 4-6 indicates the rounds arrive and the attack is resolved immediately. If the bombardment does not arrive that turn, the die roll is repeated at the end of each subsequent turn with a +1 modifier.

Called In Fire: In certain scenarios, the transmitter is carried to the target. Once in place, it is activated, and remains so for the rest of the scenario. A flare or radio communication is used to signal for the bombardment to begin. The delay is the normal flight time of the shells or time for the aircraft to come into the target area (typically 1-3 turns — see **Wargaming Companion**).

Homing Benefits: When the radio-homing munitions arrive on a turn where their transmitter is active, they gain several benefits. The last active location of the transmitter is used as the target point; artillery fire or bombs will deviate from it. Bombs will steer as glide bombs (see **Luft Krieg**, page 42) directly for that point. Accuracy is improved: for artillery fire, the maximum Range penalty is limited to -3, even if firing at Artillery Ranges. Bombs receive a +1 Accuracy bonus.

Nonfunctioning Transmitters: Even though the munitions are likely fired at long range or from high altitude, they are usually at least 'in the ball park.' If the transmitter was never activated, the attack is made against a default target point as a standard artillery/bomb attack. If a transmitter was on for any amount of time, its location becomes the new target point. The deviation for any artillery currently 'in flight' becomes 1d6-1 MU (see **Wargaming Companion**, page 34). Bombs released, or already falling, the same turn as a transmission will 'glide' to the default target point without the Accuracy bonus.

Destroying a Transmitter: The transmitter's are extremely durable but may be destroyed when the attack arrives. Destroying one is very difficult: a single attack needs to inflict 30 Damage Points to destroy it. Because the target is so small, a -2 penalty to hit is applied; this penalty does not apply to melee attacks.

Surviving the Barrage: Due to its heavy armor, the transmitter may be able to guide in more than one barrage. After each attack, roll one die: on a 4-6, the transmitter was destroyed. Once the transmitter is destroyed, any remaining bombardments do not receive the full homing benefits on any following turns. If the transmitter was destroyed partway through a turn, its benefits last until the end of the current turn.

Carrying a Transmitter: The knowledge of being the target for huge artillery barrages is unnerving. Any infantry or walker, other than an officer, picking up a transmitter must pass a Morale test at the start of each turn they carry it. If they fail, the transmitter is dropped or turned off; infantry moves one MU away from a dropped transmitter. These Morale tests only start on the intended bombardment turn (for pre-planned fire) or once the bombardment has been called for (for called in fire).

SCATTERING FIELDS

Not all of the Russians' work with Tesla technology was related to direct-attack weaponry. The Scattering Field was originally designed as a large emplacement-mounted device that would generate an extremely low-voltage electrical field that could actually bend light within a certain radius around it. Though this did not afford true invisibility (as the designers had originally hoped), it did make everything in the near vicinity much more difficult to see clearly, and therefore harder to target. This was originally developed as a means of defending vital installations against Luftwaffe air raids, but smaller versions mounted on the chassis of the new JS-2 heavy tanks began to appear in battlefield use by the middle of 1943, and were particularly effective during night raids.

Special Rules: the Scattering Field is treated as a weapon and require one Action per round to maintain. Any spotting or attack within its Area of Effect is subject to a additional Obscurement modifier. The field has otherwise no effect on enemy units.

SONIC PROJECTORS

Like their German counterparts, Russian scientists also became interested in the applications of sound as a weapon. The French had briefly toyed with the idea in the early 1930s, but had turned instead to the "Death Ray" concept.

The Russians restarted this research in hopes of creating a powerful strategic weapon. After numerous false starts, it became clear that sonic devices, though ineffective against the German Panzers, were extremely potent anti-infantry weapons. Concentrated sound waves caused exposed vehicle crew and infantry to experience nausea, disorientation and unconsciousness within a wide area. However, troopers wearing heavy armor and vehicle crew inside their tanks were protected from this effect. The weapon was indiscriminate as well, and Russian troops were often caught in the effects of their own weapon.

The Gift

Cold air shifted the branches in the darkness. The girl looked out from under her hat as she bicycled her picnic basket across the bridge.

A car drove up the other side, where the German guards checked its papers. As it began driving towards the bicycling girl, the driver tossed a cigarette out the window. It was the signal.

She slipped one foot off a pedal, making her balance falter. Turning to recover, she was struck by the car. The driver looked horrified but let a little smile slip through as he cried out, "My God! I hit someone."

He got out of the car as the two Wehrmacht guards ran over. The girl screamed as they helped her to her feet.

"Something iz broken," the young man said, concern plain on his face. "I must take her to a doctor."

"There's a clinic up the hill, on the left," answered a guard.

The young girl was gently packed into the back seat of the auto. A guard, helped by the young man, lifted the damaged bicycle off the traffic area and onto the pedestrian's catwalk. In the rushed panic, neither of them unstrapped the picnic basket from the rear of the bicycle.

As the couple drove off, Maurie held her arm. Broken, quite likely; the accident had to look real. Lifting her head up, she looked back at the bridge. The Gestapo had executed her brother six months ago, and that bicycle had belonged to him. And now, a gift from the Americans was snuggled away inside the picnic basket. A very loud gift, if one could hear into radio frequencies...

Nevertheless, the Russians, hard-pressed to find any weapon to combat the Germans, eagerly mounted these large rotating dishes on the tops of T-34 tanks and sent them into the field in considerable numbers.

Special Rules: Any unprotected unit or vehicle suffering an attack by this weapon is required to make a Morale check at a +2 Threshold. All vehicles are treated as if having the Exposed Crew Flaw if attacked. Roll 1D6 every time the weapon is fired. On a 1 the sound insulation fails, resulting in a random unit within 10 MUs being subjected to an attack by the weapon. If no other units within 10 MUs, then the attacker is hit instead.

THERMAL RAYS

Russian scientists were also fascinated by the immense defensive potential of Russia's harsh temperatures, and started to work on technological means to control heat for defensive purposes. The result was a series of special "thermal rays," capable of generating localized heat and cold zones. These were used mostly behind the battle lines to thaw out roads and rails and to freeze rivers to ensure uninterrupted supply lines. Often, heat rays were also used to turn frozen farmland into a muddy morass that the Germans would have to fumble across under a withering hail of fire from prepared Russian positions.

The cold ray received its ultimate test during the siege of Leningrad in the late winter of 1942, when the Russians used a small army of thermal ray carriers to keep Lake Ladoga frozen solid enough for transport convoys to cross its surface, bringing relief to the beleaguered city.

Special Rules: In campaign games, each vehicle equipped with Thermal Rays can change the terrain type of 1 square MU per hour to Clear, Rough, or Snow. Terrain modifications take too long to be used in tactical combat.

PERKS & FLAWS

Listed below are the Perks and Flaws found on the vehicles of the Allies during the war. Perks with the (AUX) mention are defined as Auxiliary systems for combat and damage purposes. Perks and Flaws with the (R) designation have a numeric rating.

CHERRY-PICKER MOUNT

Infantry in buildings do not gain cover from buildings when attacked by a vehicle with a Cherry picker mount. Vehicles with a Cherry picker mount may go hull down for one less MP to a minimum of one MP and always have areas 2 to 6 covered. Cherry picker counts as an auxiliary system which can be disabled.

• MOLE

A vehicle traveling in Mole Mode may travel any distance whilst underground. While underground, it may not attack or be attacked. It may surface as a normal move, taking a full Action to do so. In order to surface at the point it has moved to, the driver must make an unmodified Driving Skill roll against a Threshold of 5. If it fails, the exit point deviates like artillery fire.

If it surfaces under unfordable water, the vehicle floods and is destroyed. If it surfaces under an impassable obstacle (such as a building), it is immobilized. A vehicle may not return to mole mode for the rest of the battle after having surfaced.

The Volga Gun

Russian scientists were pleased with the outcome of their heat and cold ray projects, but many dreamed of something even more impressive. The superweapon that they built came to be known as the Volga Gun.

The Volga Gun was an immense thermal ray with the ability to control weather patterns across all of Europe – the ultimate strategic weapon. Its only drawback was the immense amount of waste heat produced by the huge electric generators needed to power it, so designers placed the entire device beneath the waters of the Volga River near Stalingrad. The river provided a natural liquid cooling system, and also served to keep the project relatively secret.

When the Battle of Stalingrad began in August 1942, the Volga Gun was hastily brought online to create rain and windstorms, and later blizzards, to slow down the German invaders and give the Red Army time to regroup and counterattack. During the Spring offensive of 1943, the Volga Gun was used to create clear and mild conditions, allowing the massed armor and walkers of the Red Army to advance on German lines more quickly.

RADIO BLOWOUT

Battlefield

Location:	Normandy, 1944
Weather:	Clear
Time of Day:	Morning

Order of Battle

AMERICAN FORCES

3 x	M22 Locust	1 x	Jeep (w/ .50 cal)
2 x	M1 Mobile Turret	1 x	Airborne Rifle Squad
2 x	M11A3 General Early	1 x	Airborne Demolition Team
1 x	Glider Rifle Platoon	1 x	Radio Homing Transmitter
1 x	Glider HQ Squad	1 x	Eathquake Bomb attack
1 x	Glider Mortar Squad		

GERMAN FORCES

1 x	StuG III
1 x	Panzer Grendadier platoon
2 x	MG Team
2 x	Walkers

Arriving on Turn 8:

2 x	PZKPFW IV AUSF F

MISSION BRIEFING

The destruction of selected bridges was an important mission during the initial fighting in Europe. The loss of these would delay German reinforcements from reaching the initial beachheads in time to attack the invaders. Confusion from the scattering that occurred during large scale air landings would not prevent such missions from being done: instead, officers gathered up trooops around them and just got the job done.

The American force's main task is to destroy the bridge. The bridge can take 60 points of damage before being destroyed. One infantry or walker unit, player's choice, starts the scenario carrying the radio-homing transmitter. Once in place, the U.S. player must spend an Action making a radio call to a bomber aircraft circling at high altitude. Two (2) turns later, the bomb will land.

MISSION OBJECTIVE

The American's achieve a major victory (2 VP) if the bridge is destroyed and at least half the American units have not been destroyed. A minor victory (1 VP) occurs if the bridge is destroyed with heavier losses. Anything else is a failure.

The Germans goal is to prevent the bridge from being destroyed. Tank reinforcements are on the way, with lead elements arriving on Turn 8 (if the battle lasts this long). The Germans achieve a major victory (2 VP) if the bridge is not completely destroyed and over half the American units are destroyed. A minor victory (1 VP) is scored if the bridge survives, but more than half the American units escape the table. The loss of the bridge is automatically a mission failure.

MORALE

The American and German forces use the normal Morale level for their unit type. The mission is High Priority for both sides.

TERRAIN AND SETUP

Two roads runs down the center of each direction of the map. A town is built up at the resulting cross roads. On one side of the town, a deep river passes all the way across the map. A stone bridge stands where the road crosses the river.

The Germans begin setup within 4 MUs of the bridge. One MG Team should be placed at each end of the bridge to serve as checkpoints. Other units can be placed anywhere, as long as they are within 4 MUs of the bridge.

Unfortunately for the Germans, in the confusion of the massive airborne operations, they can't be quite sure from which direction the attack will come. The American's secretly choose which side of the board to enter on. Their entrance point must be at least 12 MUs from the bridge; it is written down on a piece of paper and is shown once the Germans have finished their own deployment.

COMPLICATION AND VARIATIONS

Some of the important bridges where lost early on. On turn 5, roll one die: on a 4-6 result, the roles are now reversed. Both sides get frantic messages from their commanders: too many bridges have been destroyed, and this bridge is now needed by the invasion force. On turn 12, an Americain Cavalry Recce Battalion will arrive, triggering the end of the scenario. The American's score a major victory if the bridge is standing at this point. The German's score a major victory if the bridge is destroyed.

ESCAPE TO THE ALPS

Battlefield

Location:	Italy, 1944
Weather:	Clear
Time of Day:	Evening

Order of Battle

AMERICAN FORCES	
2 x	Motorized Infantry Platoon
2 x	M11A1M Walker Mortar Carriage
1 x	M12A2 General Longstreet
1 x	Walker Combat Platoon
GERMAN FORCES	
1 x	5cm Pak 40 ATG
1 x	Infantry Platoon
2 x	Pansershrek Team
1 x	Mortar Team
1 x	Uller Walker
3 x	Valkurie Walker

MISSION BRIEFING

Fighting from defensive line to defensive line, the German forces in Italy put up fierce resistance. There is no stopping the Allies' progress, as the battle even enters the mountains. While a narrow mountain pass is easy to defend tactically, there is another problem: on a strategic level, sooner or later the enemy always learns a way around one's defenses.

A contingent from Kruegger's Walker Division is pressing in on one such possible route. The Germans have thrown up a hasty defense to block their progress and bog them down in place. More importantly, they have to delay the invaders long enough to let a convoy of critical supplies and personnel escape past this attack. If the defense is good enough, the Americans will be hard pressed to blast the trucks; if not, the convoy is doomed, along with German efforts in the region.

MISSION OBJECTIVES

The Americans have two objectives. The first is to halt the escaping convoy; a Victory Point is scored if three or less of the trucks escape off the map in the intended direction. Another Victory Point is gained if no German units are within 3 MUs of the church (see *Terrain*) and at least one American unit is within 3 MU of it at the end of the scenario. Fulfilling both conditions result in a major victory.

The Germans don't plan on holding the town any longer than needed. However, the convoy must get through. On Turns 5, 6, 7 and 8, two trucks arrive on the road behind the town. They must exit, via the road, to the opposite side of the board. The German's achieve a minor victory (1 VP) if at least three trucks escape and a major victory (2 VP) if at least five trucks escape.

MORALE

Forces have the default Morale types for their units. This is a Medium priority mission for the Americans and High priority for the Germans.

TERRAIN AND SETUP

The American forces will enter from one side of the map. A narrow canyon runs from that side up to a small town. A church is placed in the exact center of the town; for game purposes, any unopposed unit within 3 MUs holds the village.

A road runs perpendicular to the canyon, running from one side of the map to another. A hill is on the opposite side of the road from the town.

COMPLICATIONS AND VARIATIONS

1) Change the German ATG to a 8.8cm ATG. Add 2 x Sherman tanks to the American forces.

2) Fast-moving aerial infantry from both sides where operating in the area. In addition to their own missions, they were known to dash in to assist friendly forces. Each side rolls 1d6; the result indicates the turn number where their aerial infantry unit arrives. For the U.S. side, it is 1x Aerial Rifle Squad, 1 x Aerial Scout Squad and 1 x Aerial Demolition Section. For the Germans, it is 2 x SS Rocketruppen Raider Section (if the **Axis Sourcebook** is not available, each section is composed of ten Veteran infantrymen with rocket packs).

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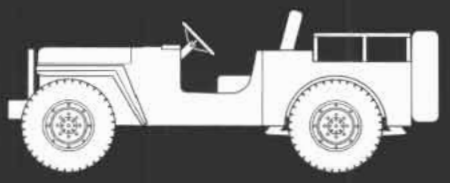
COMBAT JEEP

BY DREAM POD 9



Year In Service:	1940	Maneuver:	-2	Armor:	4/8/12
Threat Value:	7	Fire Control:	-2	Movement:	Ground 4/8
Size:	4	Sensors:	None	Deployment Range:	500km
Crew:	3	Communications:	-1/8km		

PERKS & FLAWS

Cargo Bay (2m³, Open Topped), Exposed Crew, Exposed FC, Hazardous Ammo/Fuel Supply, Inefficient Controls, Pintle Mount (F), Ramplate

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Vickers HMG	FF	1	2	4	8	0	x4	1	150	ROF1, AI
Smoke	FF	-	-	-	-	-	-	1	4	Obsc: 2

Typical Pintle Weapons:

1 x Water Cooled .30 LMG (ROF 3, add +4 TV)

1 x Vickers HMG (add +6 TV)

1 x Bazooka (add +11 TV)

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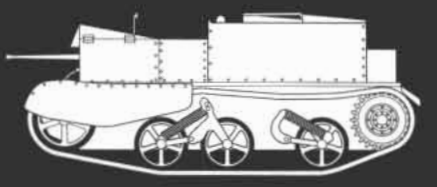
BREN CARRIER

BY DREAM POD 9



Year In Service:	1939	Maneuver:	-2	Armor:	5/10/15
Threat Value:	7	Fire Control:	-2	Movement:	Ground 3/6
Size:	5	Sensors:	None	Deployment Range:	250km
Crew:	2	Communications:	None		

PERKS & FLAWS

Exposed Crew, Exposed FC, Inefficient Controls, Passenger Seating (6), Pintle Mount (opt.)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.92mm LMG	T	1	2	4	8	0	x2	1	500	ROF2, AI

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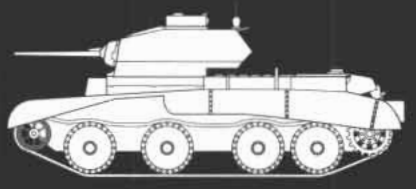
CRUISER TANK MK III (A13)

BY DREAM POD 9



Year In Service:	1939	Maneuver:	-3	Armor:	7/14/21
Threat Value:	35	Fire Control:	-2	Movement:	Ground 3/8
Size:	8	Sensors:	None	Deployment Range:	145km
Crew:	4	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2-pdr	T	3	6	12	24	0	x8	1	87	-
7.92mm LMG	T	1	2	4	8	0	x2	1	3750	ROF2, AI, Coax

VARIANT Mk IV (A13 MkII), TV:35, Year in Service: 1939

Add: Reinforced Armor (R4, Front); Brittle Armor

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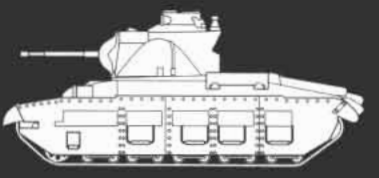
INFANTRY TANK MK II "MATILDA (II)"

BY DREAM POD 9



Year In Service:	1939	Maneuver:	-3	Armor:	15/30/45
Threat Value:	57	Fire Control:	-2	Movement:	Ground 1/2
Size:	10	Sensors:	None	Deployment Range:	145km
Crew:	3	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R2, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2-pdr	T	3	6	12	24	0	x8	1	93	-
7.92mm LMG	T	1	2	4	8	0	x2	1	2925	ROF2, AI, Coax

VARIANTS "Matilda CDL," TV:80 Year In Service: 1940

Remove: All Weapons

Add: 1 x Canal Defense Light

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
CDL	T	2	4	8	16	+1	x7	1	30	ILL,WA10

"Matilda Scorpion", TV: 57 Year In Service: 1942

Add: Minesweeping Equipment

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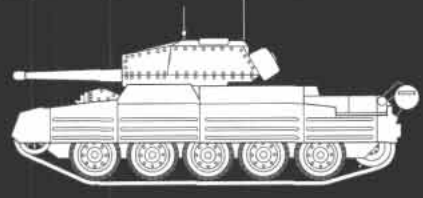
CRUISER TANK MK VI "CRUSADER I"

BY DREAM POD 9



Year In Service:	1939	Maneuver:	-3	Armor:	10/20/30
Threat Value:	45	Fire Control:	-2	Movement:	Ground 3/5
Size:	9	Sensors:	None	Deployment Range:	205km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Brittle Armor, Buttoned Up, Ineff. Controls, Large Sensor Profile (R1), Random Shutdown (R1), Reinf. Armor (R1, F)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2-pdr	T	3	6	12	24	0	x8	1	110	-
7.92mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.92mm LMG	F	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4500	-

VARIANTS "Crusader II," TV:44 Year In Service: 1940

Remove: 1 x LMG (F)

Change: Reinforced Armor (R1, Front)

"Crusader III", TV: 49 Year In Service: 1941

Remove: 1 x2-pdr; 1 x LMG (F), Add: 1 x 6-pdr

6-pdr	T	4	8	16	32	0	x9	1	65	-

Change: Crew 3; Reinforced Armor (R1, Front)

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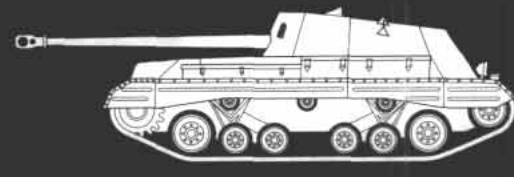
ARCHER SP GUN

BY DREAM POD 9



Year In Service:	1944	Maneuver:	-3	Armor:	15/30/45
Threat Value:	43	Fire Control:	-2	Movement:	Ground 1/2
Size:	9	Sensors:	None	Deployment Range:	145km
Crew:	3	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
17-pdr	FRr	5	10	20	40	0	x11	1	39	-

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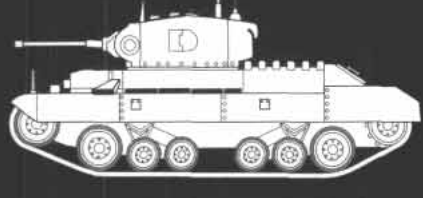
INFANTRY TANK MK II "VALENTINE I"

BY DREAM POD 9



Year In Service:	1940	Maneuver:	-3	Armor:	15/30/45
Threat Value:	57	Fire Control:	-2	Movement:	Ground 1/2
Size:	9	Sensors:	None	Deployment Range:	145km
Crew:	3	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2-pdr	T	3	6	12	24	0	x8	1	79	-
7.92mm LMG	T	1	2	4	8	0	x2	1	3150	ROF2, AI, Coax

VARIANTS

"Valentine II", TV: 57 Year In Service: 1940

Change: Deployment Range 180km

BY DREAM POD 9

VALENTINE VARIANTS

"Valentine III", TV: 57 Year In Service: 1943

Change: Crew 4, Deployment Range 170km

"Valentine VII", TV: 55 Year In Service: 1943

Add: *Reinforced Ammo/Fuel Storage*

Change: Deployment Range 190km

"Valentine IX", TV: 58 Year In Service: 1943

Remove: 1 x 2-pdr

Add: 1 x 6-pdr, Reinforced Ammo/Fuel Storage

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
6-pdr	T	4	8	16	32	0	x9	1	53	-

Change: Deployment Range 190km, LMG Ammo 1576

"Bridgelayer", TV: 30 Year In Service: 1943

Remove: All Weapons

Add: Bridging Equipment: Useful Span 10m, Size Capacity 10, Size 5, Armor 5/10/5; Tool Arm R5

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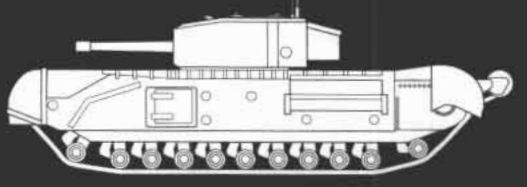
INFANTRY TANK MK IV "CHURCHILL I"

BY DREAM POD 9



Year In Service:	1941	Maneuver:	-3	Armor:	18/36/54
Threat Value:	79	Fire Control:	-2	Movement:	Ground 2/3
Size:	11	Sensors:	None	Deployment Range:	145km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Improved Off-Road, Inefficient Controls, Large Sensor Profile (R1), Random Shutdown (R2)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2-pdr	T	3	6	12	24	0	x8	1	150	-
7.92mm LMG	T	1	2	4	8	0	x2	1	4950	ROF2, AI, Coax
3" Howitzer	FF	3	6	12	24	0	x5	1	58	-
Smoke Discharger	FF	0	0	0	0	0	-	1	25	Obsc: 2

VARIANTS"Churchill IV", TV: 85 Year In Service: 1942

Remove: 1 x 2-pdr; 1 x 3" Howitzer; Random Shutdown

Add: 1 x 6-pdr; 1 x LMG

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
6-pdr	T	4	8	16	32	0	x9	1	84	-
7.92mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI

Change: LMG Ammo 6925, Smoke Ammo 30

CHURCHILL VARIANTS

"Churchill VII", TV: 97 Year In Service: 1944

Remove: 1 x 2-pdr; 1 x 3" Howitzer; Random Shutdown

Add: 1 x 75mm; 1 x LMG; Reinforced Armor +4 Front Armor

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
75mm	T	4	8	16	32	0	x9	1	84	-
7.92mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI

Change: Armor 20/40/60; LMG Ammo 6925; Smoke Ammo 30

"Churchill AVRE", TV: 84 Year In Service: 1944

Remove: 1 x 2-pdr; 1 x 3" Howitzer; Random Shutdown

Add: 1 x Spigot Mortar; 1 x LMG

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
290mm Spigot Mortar AE0, Slow 2	T	0	0	1	2	0	x12	1		26
7.92mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI

Change: LMG Ammo 6925, Smoke Ammo 30

"Churchill Crocodile", TV:114 Year In Service: 1943

Remove: 1 x 2-pdr; 1 x 3" Howitzer; Random Shutdown

Add: 1 x 75mm; 1 x Flamethrower; Reinforced Armor +4 Front Armor; Hazardous Ammo/Fuel Storage

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
75mm	T	4	8	16	32	0	x9	1	84	-
Flamethrower	FF	0	0	0	1	+1	x7	1	80	ROF1, SB

Change: Armor 20/40/60; LMG Ammo 6925; Smoke Ammo 30, Size 12

"Churchill Bridgelayer", TV: 44 Year in Service: 1944

Remove: All Weapons, Random Shutdown

Add: Bridging Equipment: Useful Span 10m, Size Capacity 13, Size 7, Armor 7/14/21; Tool Arm R7

Change: Crew 2

"Churchill Mat Layer", TV: 79 Year In Service: 1942

Add: Mat Laying Equipment

"Churchill w/Fascine", TV: 79 Year In Service: 1942

Add: Fascine Equipment

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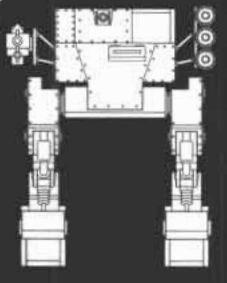
INFANTRY WALKER MK VIIIA "CAVALIER I"

BY DREAM POD 9



Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	28	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	70km
Crew:	2	Communications:	-2/1km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Mannuver (R1, Ground), Exposed Crew, Inefficient Controls, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Vickers HMG	FF	1	2	4	8	0	x4	1	150	ROF1, AI
.30 LMG	F	1	2	4	8	0	x2	2	200	ROF2, AI
Grenades	F	-	-	-	-	-1	x8	-	3	AI

VARIANTS

Mk VIIIB "Cavalier II", TV: 31 Year in Service: 1940

Remove: Exposed Crew

Add: Reinforced Armor +1 Front

Change: Fire arc of HMG to F

CAVALIER VARIANTS

Mk VIIIC "Cavalier III", TV: 39 Year in Service: 1941

Remove: 1 x HMG; 2 x Battle Arms; Decreased Maneuver; Unstable; Exposed Crew

Add: 1 x 1.2 pdr; +1 DM to all grenades; Airdroppable; Reinforced Armor (R1 Front); 2 x Man. Arms (R4, Punch)

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
1.2-pdr	F	2	4	8	16	0	x7	1	9	

Change: Communications -2/2km

Mk VIIID "Cavalier IV", TV: 37 Year in Service: 1941

Remove: 1 x HMG; 2 x Battle Arms; Decreased Maneuver; Unstable; Exposed Crew

Add: 1 x M4B; +1 DM to all grenades; Airdroppable; Reinforced Armor (R1 Front); 2 x Man. Arms (R4, Punch)

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
M4B Cannon	F	2	4	8	16	0	x5	1	40	ROF1

Change: Communications -2/2km

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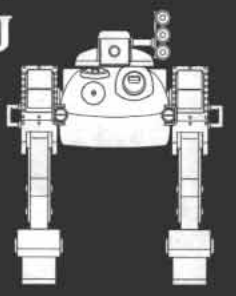
INFANTRY WALKER MV12A "ROUNDHEAD I"



BY DREAM POD 9

Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	43	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	80km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), Overheating, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 HMG	F	1	2	4	8	0	x4	1	150	ROF1, AI
.303 LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	0	0	0	0	-1	x9	-	3	AI

VARIANTS

MV12B "Roundhead II", TV: 47 Year in Service: 1941

Remove: 1 x HMG

Add: 1 x 1.2-pdr cannon

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
1.2-pdr	F	2	4	8	16	0	x7	1	9	-

Change: Communications -2/3km; 2 x Manipulator Arms (R5, Punch)

BY DREAM POD 9

ROUNDHEAD VARIANTS

MV12C "Roundhead III", TV: 76 Year in Service: 1941

Remove: 1 x HMG

Add: 1 x Flamethrower; Hazardous Ammo/Fuel Storage

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Flamethrower	F	0	0	0	1	+1	x7	1	15	ROF1, SB

Change: Communications -2/3km; 2 x Manipulator Arms (R5, Punch)

MV12D "Roundhead IV", TV: 65 Year in Service: 1942

Remove: 1 x HMG; 2 x Manipulator Arms

Add: 1 x PVAT; 1 x M4B; +1 DM to all grenades; Hazardous Ammo/Fuel Storage; Battle Arms x2 R5

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
PVAT	F	0	1	2	4	-1	x13	1	5	HEAT
M4B Cannon	F	2	4	8	16	0	x5	1	40	ROF1

Change: Communications -2/3km

MV12E "Roundhead V", TV: 65 Year in Service: 1943

Remove: 1 x HMG; 2 x Manipulator Arms

Add: 1 x PVAT; 1 x M4B; +1 DM to all grenades; Sensors -2/1km; Hazardous Ammo/Fuel Storage; Battle Arms x2 R5, Defective FC

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
PVAT	F	0	1	2	4	-1	x13	1	5	HEAT
M4B Cannon	F	2	4	8	16	0	x5	1	40	ROF1

Change: Deployment Range 90km; Communications -2/3km

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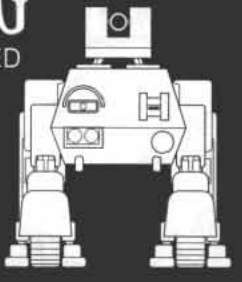
INFANTRY QUADRUPED MK I "WAGSWORTH"



BY DREAM POD 9

Year In Service:	1941	Maneuver:	-1	Armor:	13/26/39
Threat Value:	60	Fire Control:	-1	Movement:	Walk 2/3, Gr. 2/4
Size:	9	Sensors:	None	Deployment Range:	55km
Crew:	3	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
6-pdr	F	4	8	16	32	0	x9	1	30	-
7.92mm LMG	FF	1	2	4	8	0	x2	1	250	ROF2, AI

VARIANT

Mk II "Bulldog," TV: 73 Year in Service: 1942 (late)

Remove: Weak Point

Add: Reinforced Armor (R1, Front)

Change: Deployment Range 70km, Fire arc of 6-pdr to T

BY DREAM POD 9

WAGSWORTH VARIANTS

MkII "Barking Bulldog," TV: 59 Year in Service: 1943 (late)

Remove: Weak Point; Buttoned Up, 6-pdr

Add: 1 x 17-pdr; Reinforced Armor (R1, Front)

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
17-pdr	FF	5	10	20	40	0	x11	1	39	-

Change: Deployment Range 65km

Bulldog AWRE, TV: 76 Year in Service: 1943

Remove: 1 x 6-pdr; Weak Point; Buttoned Up

Add: Reinforced Armor (R1, Front); Light Mining Equipment (Front-loading Scoop)

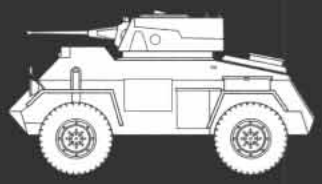
Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
PVAT	F	0	1	2	4	-1	x13	1	5	HEAT

Change: Deployment Range 70km

GEAR KRIEG™

HUMBER MKII ARMORED CAR

BY DREAM POD 9



Year In Service:	1940	Maneuver:	-2	Armor:	6/12/18
Threat Value:	17	Fire Control:	-2	Movement:	Ground 4/8
Size:	6	Sensors:	None	Deployment Range:	405km
Crew:	3	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
15mm HMG	T	1	2	4	8	0	x4	1	150	ROF1, AI
7.92mm LMG	T	1	2	4	8	0	x2	1	250	ROF2, AI

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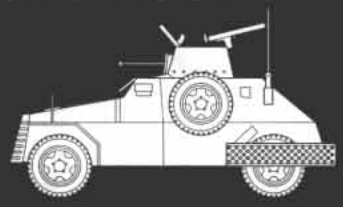
MARMON-HERRINGTON MKII

BY DREAM POD 9



Year In Service:	1940	Maneuver:	-2	Armor:	5/10/15
Threat Value:	15	Fire Control:	-2	Movement:	Ground 5/9
Size:	5	Sensors:	None	Deployment Range:	322km
Crew:	4	Communications:	11/5km		

PERKS & FLAWS

Ammo Storage (29 x 5-shot 13.97mm clips), Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
13.97mm ATR	T	1	2	4	8	0	x5	1	5	-
7.92mm LMG	T	1	2	4	8	0	x2	1	250	ROF2, AI

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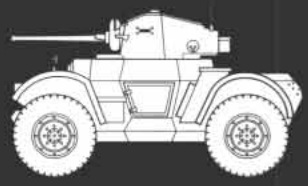
DAIMLER ARMORED CAR

BY DREAM POD 9



Year In Service:	1941	Maneuver:	-2	Armor:	7/14/21
Threat Value:	27	Fire Control:	-2	Movement:	Ground 5/9
Size:	6	Sensors:	None	Deployment Range:	330km
Crew:	3	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2-pdr	T	3	6	12	24	0	x8	1	20	-
7.92mm LMG	T	1	2	4	8	0	x2	1	250	ROF2, AI, Coax

GEAR KRIEG™

"PINK PANTHER" L.R.D.G. TRUCK

BY DREAM POD 9

Year In Service:	1940	Maneuver:	-3	Armor:	5/10/15
Threat Value:	7	Fire Control:	-2	Movement:	Ground 4/8
Size:	5	Sensors:	None	Deployment Range:	500km
Crew:	3	Communications:	-1/8km		

PERKS & FLAWS

Cargo Bay (12m², Open Topped), Exposed Crew, Exposed FC, Hazardous Ammo/Fuel Supply, Inefficient Controls, Large Sensor Profile (R1), Pintle Mount (F), Ramplate, Weapon Link (LMGs)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Vickers HMG	FF	1	2	4	8	0	x4	1	150	ROF1, AI
Smoke	FF	-	-	-	-	-	-	1	4	Obsc: 2

Typical Pintle Weapons:
2 x .30 LMG (add +6 TV)
1 x Vickers HMG (add +6 TV)
1 x Bazooka (add +11 TV)

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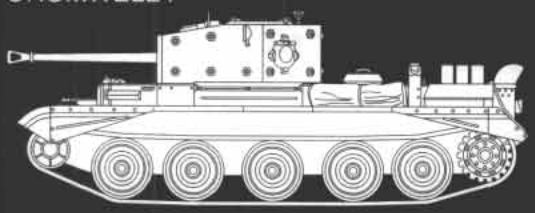
CROMWELL I

BY DREAM POD 9



Year in Service:	1943	Maneuver:	-3	Armor:	15/30/45
Threat Value:	90	Fire Control:	-2	Movement:	Ground 3/6
Size:	10	Sensors:	None	Deployment Range:	205 km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Large Sensor Profile (R1), Inefficient Controls, Random Shutdown (R1) Reinforced Armor (+1 Armor Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
6-pdr	T	4	8	16	32	0	x9	1	84	-
7.7mm LMG	T	1	2	4	8	0	x2	1	-	AI, ROF2, Coax
7.7mm LMG	FF	1	2	4	8	0	x2	1	-	AI, ROF2
MG Ammo Bin									4000	

VARIANT: Cromwell IV Year in service 1943 TV: 55

Remove: 6 pdr., Random Shutdown

Add: 75mm M3 (American)

75mm M3	T	5	10	20	40	0	x9	1	62	

VARIANT: Comet Year in service 1944 TV: 60

Remove: 6 pdr., Random Shutdown; Add: 17-pdr

17pdr	T	5	10	20	40	0	x11	1	53	

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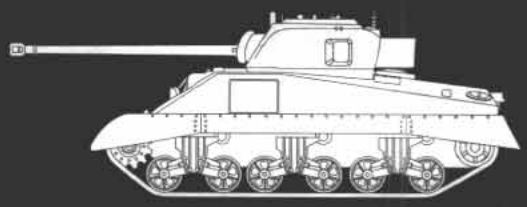
FIREFLY

BY DREAM POD 9



Year in Service:	1943	Maneuver:	-3	Armor:	14/28/42
Threat Value:	75	Fire Control:	-2	Movement:	Ground 3/6
Size:	11	Sensors:	None	Deployment Range:	160 km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Large Sensor Profile (R1), Inefficient Controls

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
17-pdr	T	5	10	20	40	0	x11	1	76	-
7.7mm LMG	T	1	2	4	8	0	x2	1	-	AI, ROF2, Coax
7.7mm LMG	FF	1	2	4	8	0	x2	1	-	AI, ROF2
MG Ammo Bin									4750	

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CENTURION I

BY DREAM POD 9

Year in Service:	1944	Maneuver:	-3	Armor:	18/36/54
Threat Value:	90	Fire Control:	-2	Movement:	Ground 3/6
Size:	13	Sensors:	None	Deployment Range:	170 km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Large Sensor Profile (R1), Inefficient Controls, Reinforced Armor +5 Armor Front

Random Shutdown (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
17-pdr	T	5	10	20	40	0	x11	1	88	
20mm Auto Can	T	2	4	8	16	0	x5	1	500	AE 0, ROF1, Coax
7.7mm LMG	FF	1	2	4	8	0	x2	1	2500	AI, ROF2

VARIANT: Centurion III Year in service 1945 TV: 100

Remove: 17-pdr.

Remove : Random Shutdown

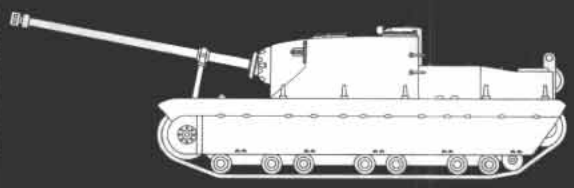
Add: 20-pdr

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20 pdr	T	6	12	24	48	0	x13	1	64	-

GEAR KRIEG™

TORTOISE

BY DREAM POD 9



Year in Service:	1945	Maneuver:	-3	Armor:	25/50/75
Threat Value:	120	Fire Control:	-2	Movement:	Ground 1/2
Size:	14	Sensors:	None	Deployment Range:	80 km
Crew:	6	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Large Sensor Profile (R1), Inefficient Controls, Reinforced Armor +5 Armor Front

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
30-pdr	FF	6	12	24	48	0	x15	1	94	-
7.7mm LMG	FF	1	2	4	8	0	x2	1	2500	AI, ROF2

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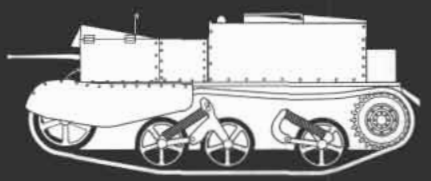
UNIVERSAL CARRIER MK2

BY DREAM POD 9



Year in Service:	1940	Maneuver:	-2	Armor:	6/12/18
Threat Value:	10	Fire Control:	-2	Movement:	Ground 3/6
Size:	5	Sensors:	None	Deployment Range:	250 km
Crew:	2	Communications:	-1/3km		

PERKS & FLAWS

Exposed FC, Exposed crew, Inefficient Controls, Passenger seating (6), Pintle Mount

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.7mm LMG	FF	1	2	4	8	0	x2	1	500	AI, ROF2

VARIANT: Wasp — Year in service 1942 — TV: 15

Remove: Passenger Seating / Change: 7.7mm LMG Arc to F

Add: Flamethrower

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Flamethrower	FF	0	0	0	1	+1	x7	1	40	Rof 1, SB

VARIANT: Mantis — Year in service 1942 — TV: 25

Remove: Passenger Seating, Remove: Exposed Crew, Exposed FC

Change: 7.7mm LMG Arc to F, 7.7mm LMG to Linked / Add: Cherry Picker Mount. , 7.7mm LMG

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.7 mm LMG	F	1	2	4	6	0	x2	1	500	AI, ROF2, Linked

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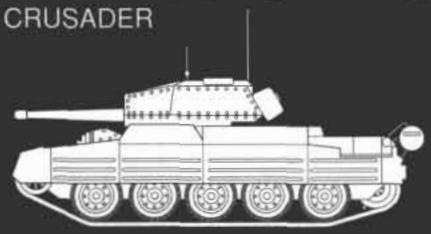
AA CRUSADER

BY DREAM POD 9



Year in Service:	1942	Maneuver:	-3	Armor:	10/20/30
Threat Value:	60	Fire Control:	-2	Movement:	Ground 3/5
Size:	9	Sensors:	None	Deployment Range:	205 km
Crew:	3	Communications:	-1/3km		

PERKS & FLAWS

Buttoned Up, Anti-air, Large Sensor Profile(R1), Inefficient Controls, Reinforced armor +2 Armor front

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Twin 2cm	T	2	4	8	16	0	x6	2	600ea	Link, Rof 2, AE: 1

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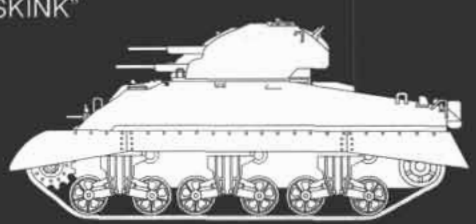
"SKINK"

BY DREAM POD 9



Year in Service:	1943	Maneuver:	-3	Armor:	14/28/42
Threat Value:	75	Fire Control:	-2	Movement:	Ground 3/6
Size:	11	Sensors:	None	Deployment Range:	170 km
Crew:	4	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Anti-air, Large Sensor Profile(R1), Inefficient Controls, Reinforced armor (+3 Armor, front)

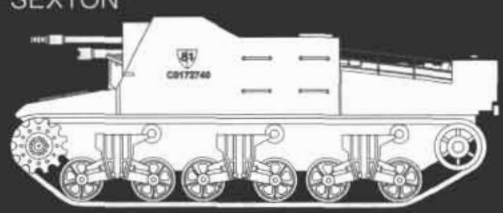
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Quad 2cm	T	2	4	8	16	0	x6	4	500ea	Link, Rof 2, AE: 1

GEAR KRIEG™

"SEXTON"

BY DREAM POD 9



Year in Service:	1941	Maneuver:	-3	Armor:	13/26/39
Threat Value:	130	Fire Control:	-2	Movement:	Ground 3/5
Size:	11	Sensors:	None	Deployment Range:	201 km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Exposed Crew, Large Sensor Profile (R1), Inefficient Controls

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
25-Pdr*	FF	15	30	60	120	-3	x11	1	75	MR 9, AE: 0, IF
Vickers Gun	T	1	2	4	8	0	x2	1	500	ROF 2, AI

* Weapon may fire out to Artillery Range

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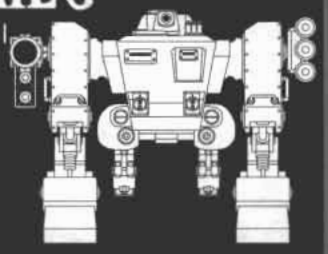
BY DREAM POD 9

IRONSIDE I



Year in Service:	1943	Maneuver:	-1	Armor:	12/24/36
Threat Value:	150	Fire Control:	0	Movement:	Walk. 3/5, Grd 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	170 km
Crew:	3	Communications:	-2/4km		

PERKS & FLAWS

Inefficient controls, Defective FC (R1), Reinforced armor +3 Armor front, Weak point (R 1, Movement)

2× Manipulator Arms(R 6, Punch), Overheating

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
6-pdr	F	4	8	16	32	0	x9	1	20	-
7.7 LMG	F	1	2	4	8	0	x2	2	300ea	AI, ROF2.
PIAT	F	0	1	2	4	-1	x13	1	8	HEAT
Grenades	F	-	-	-	-	-1	x10	-	3	AI
Smoke	FF	-	-	-	-	0	-	1	3	Obsc: 2

GEAR KRIEG™

BY DREAM POD 9

SAS "PINK PANTHER" JEEP

Year in Service:	1941	Maneuver:	-2	Armor:	4/8/12
Threat Value:	10	Fire Control:	-2	Movement:	Ground 4/8
Size:	4	Sensors:	None	Deployment Range:	500 km
Crew:	3	Communications:	-1/5km		

PERKS & FLAWS

Exposed Crew, Exposed FC, Inefficient Controls, Hazardous Ammo/Fuel,

Pintle Mount Arc F, Ramplate, Cargo Bay 2sq M Open topped

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.7mm LMG	FF	1	2	4	8	0	x2	2	-	AI, ROF2. Linked
7.7mm LMG	FF	1	2	4	8	0	x2	1	-	AI, ROF2
7.7mm LMG	F	1	2	4	8	0	x2	2	-	AI, ROF2, Link., Pintle Mnt.
MG Ammo Bin									5000	

VARIANT: Hvy Weapon SAS Jeep. Year in service 1941 TV: 12

Remove: Both Linked 7.7mm LMG./ Add: .50 HMG, PIAT

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 HMG	FF	1	2	4	8	0	x4	1	150	AI, ROF1
PIAT	F	0	0	1	2	0	x10	1	20	HEAT, Pintle Mount.

VARIANT: Command SAS Jeep Year in service 1941 TV: 12

Remove: FF Linked 7.7mm LMG./ Change : Communications to -1/20km

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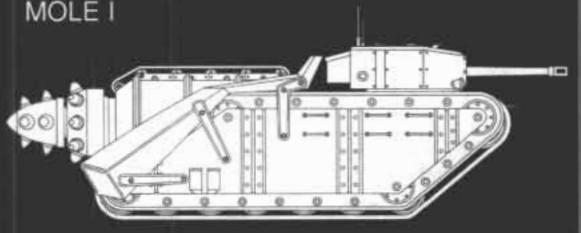
BY DREAM POD 9

MOLE I



Year in Service:	1941	Maneuver:	-3	Armor:	10/20/30
Threat Value:	50	Fire Control:	-2	Movement:	Grd 3/6, Mole 1/2
Size:	12	Sensors:	None	Deployment Range:	120 km
Crew:	5	Communications:	-1/3km		

PERKS & FLAWS

Mole, Buttoned Up, Large Sensor Profile(R1), Inefficient Controls, Random Shutdown (R1), Reinforced Armor (+1 Armor Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
6-pdr	T	4	8	16	32	0	x9	1	84	-
7.7mm LMG	T	1	2	4	8	0	x2	1	-	AI, ROF2, Coax
7.7mm LMG	FF	1	2	4	8	0	x2	1	-	AI, ROF2
MG Ammo Bin									4000	

VARIANT: Mole Carrier Year in service 1941 TV: 30

Remove: 6 pdr.

Add: Passenger Seating 10

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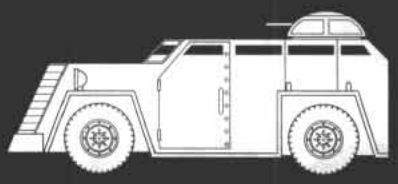
BY DREAM POD 9

TUCKER APC



Year In Service:	1941	Maneuver:	-2	Armor:	6/12/18
Threat Value:	19	Fire Control:	-2	Movement:	Ground 5/10
Size:	5	Sensors:	None	Deployment Range:	300km
Crew:	3	Communications:	-2/3km		

PERKS & FLAWS

Large Sensor Profile (R1), Passenger Seating (6), Unstable, Weapon Link (.30 T1 LMGs)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.30 LMG	F	1	2	4	8	0	x2	1	250	ROF2, AI
.30 T1 LMG	T	3	6	12	24	+1	x2	2	500 each	ROF2, AI

VARIANT Tucker .50, TV 43 Year In Service: 1941

Remove 2 x .30 T1 LMG

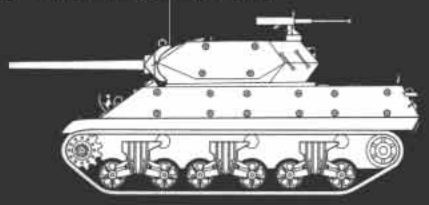
Add: 2 x .50 T1 HMG

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 T1 HMG	F	1	2	4	8	+1	x4	2	350 each	ROF1, A

GEAR KRIEG™

BY DREAM POD 9

M10 TANK DESTROYER



Year In Service:	1942 (late)	Maneuver:	-3	Armor:	11/22/33
Threat Value:	45	Fire Control:	-2	Movement:	Ground 3/5
Size:	10	Sensors:	None	Deployment Range:	320km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Exposed Crew, Hazardous Ammo/Fuel Supply, Inefficient Controls, Large Sensor Profile (R1), Pintle Mount (Rr), Reinforced Armor (R3, Front)

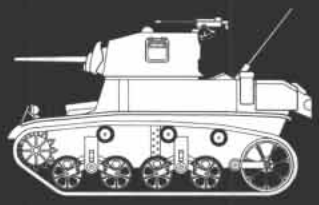
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3" M7 Gun	T	5	10	20	40	0	x10	1	54	-

GEAR KRIEG™

BY DREAM POD 9

M3A1 GENERAL STUART/MK IV



Year In Service:	1941	Maneuver:	-3	Armor:	11/22/33
Threat Value:	50	Fire Control:	-2	Movement:	Ground 3/6
Size:	8	Sensors:	None	Deployment Range:	115km
Crew:	4	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Hazardous Ammo/Fuel Supply, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R1, Front)

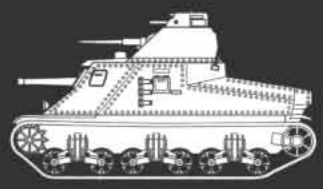
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
37mm M6	T	3	6	12	24	0	x7	1	116	-
.30 LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
.30 LMG	FF	3	6	12	24	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	7220	-

GEAR KRIEG™

BY DREAM POD 9

M3A5 MEDIUM TANK/ "GRANT II"



Year In Service:	1941	Maneuver:	-3	Armor:	13/26/39
Threat Value:	72	Fire Control:	-2	Movement:	Ground 3/5
Size:	10	Sensors:	None	Deployment Range:	193km
Crew:	6	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Hazardous Ammo/Fuel Supply, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
75mm M3	FF	5	10	20	40	0	x9	1	46	-
37mm M6	T	3	6	12	24	0	x7	1	178	-
.30 LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
.30 LMG	FF	3	6	12	24	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	9600	-

VARIANTS "Grant CDL" TV: 103 Year in Service: 1943

Remove: Turreted Weapons, Add: 1 x Canal Defense Light

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
CDL	T	2	4	8	16	+1	x7	1	50	ILL,WA10

"Grant CDL II," TV: 104 Year in Service: 1944

Same as "Grant CDL" except Canal Defense Light is Infrared

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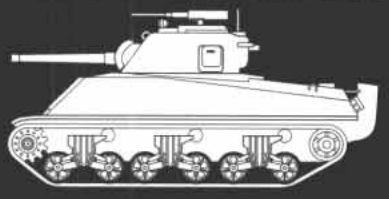
M4A1 MEDIUM TANK GENERAL SHERMAN



BY DREAM POD 9

Year In Service:	1941	Maneuver:	-3	Armor:	14/28/42
Threat Value:	66	Fire Control:	-2	Movement:	Ground 3/5
Size:	11	Sensors:	None	Deployment Range:	160km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Hazardous Ammo/Fuel Supply, Inefficient Controls, Large Sensor Profile (R1), Pintle Mount (F), Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
75mm M3	T	5	10	20	40	0	x9	1	97	-
.30 LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
.30 LMG	FF	3	6	12	24	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4750	-

VARIANTS

M4A2, TV: 66 Year in Service: 1941

Change: Move G 3/6; Deployment Range 170km; Reinforced Armor +3 Front Armor

M4A3, TV: 66 Year in Service: 1942

Remove: Hazardous Ammo/Fuel Storage

Change: Deployment Range 170km

BY DREAM POD 9

SHERMAN VARIANTS

M4A6, TV: 74 Year in Service: 1942

Remove: 1 x 75mm; Hazardous Ammo/Fuel Storage

Add: 1 x 76mm; Defective FC (R1)

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
76mm M1	T	5	10	20	40	0	x11	1	76	-

Change: Move G 3/6; Deployment Range 170km

T10 Mine Exploder*, TV: 66 Year in Service: 1943

Add: Minesweeping Equipment (large metal wheels), Reinforced Location +2 Movement

Change: Movement Ground 2/3; Large Sensor Profile -2

* NOTE: This vehicle must have a controlling vehicle as well. One vehicle must be purchased and designated the controller. Activating the T10 costs that vehicle an Action in addition to any other Actions performed by the controlling vehicle or the T10.

Sherman Crab, TV:66 Year in Service: 1944

Add: Minesweeping Equipment

M4 w/M1 Bulldozer kit, TV:66 Year in Service: 1942

Add: Light Mining Equipment (Earthmoving Blade)

M4 "Calliope", +109 TV Year in Service: 1944

Add: 1 x M8 Rocket Launcher

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
M8 4.5in**	T	5	10	20	40	-2	x8	1	1	MRS, AE2, IF

** NOTE: This weapon may fire out to Artillery Range.

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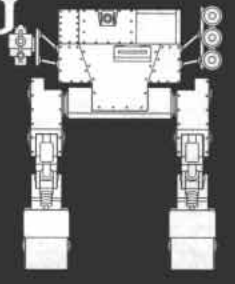
M11A1 GENERAL EARLY



BY DREAM POD 9

Year In Service:	1939	Maneuver:	-1	Armor:	8/16/24
Threat Value:	30	Fire Control:	-1	Movement:	Walk 2/4, Gr. 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 HMG	FF	1	2	4	8	0	x4	1	150	ROF1, AI
.30 LMG	F	1	2	4	8	0	x2	1	200	ROF2, AI
Mk3W Grenades	F	-	-	-	-	-1	x8	-	3	AI

VARIANTS M11A2, TV: 33 Year In Service: 1940

Remove: Exposed Crew

Add: Reinforced Armor +1 Front;Fire arc of .50 HMG to F

M11A3, TV 52 Year In Service: 1941

Remove: 1 x HMG; Exposed Crew; Battle Arms; Unstable

Add: 1 x M49: +1DM to all Grenades; Reinforced Armor (R1, Front); 2 x Manipulator Arms (R4, Punch); Glider Capable

M48 Cannon	F	2	4	8	16	0	x5	1	8	ROF1

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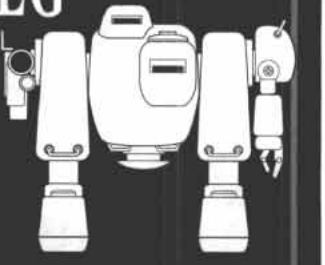
M14A1 GENERAL JACKSON



BY DREAM POD 9

Year In Service:	1943	Maneuver:	-1	Armor:	10/20/30
Threat Value:	164	Fire Control:	0	Movement:	Walk 3/5, Gr 3/6
Size:	7	Sensors:	-2/1km	Deployment Range:	100km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Defective FC (R1), Inefficient Controls, 2 x Manipulator Arms (R5, Punch), Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Walker Bazooka	F	2	4	8	16	0	x14	1	6	HEAT
M8D Cannon	F	2	4	8	16	0	x8	1	20	-
.50 HMG	F	1	2	4	8	0	x4	1	300	ROF1, AI
M50 Grenades	F	-	-	-	-	-1	x10	-	3	AI
Smoke	FF	-	-	-	-	0	-	1	3	Obscs:2

VARIANTS M14A2, TV: 180 Year In Service: 1943

Remove 1 x M8D; 1 x HMG

Add: 2 x HMG 300 shots F; Weapons Link (HMGs)

Change: Move Walk 2/4, Ground 3/5; Deployment Range 85km; Reinforced Armor (R2, Front); Walker Bazooka ammo 10, Smoke ammo 4

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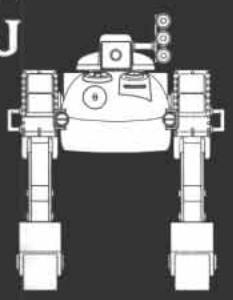
M12A1 GENERAL LONGSTREET

BY DREAM POD 9



Year In Service:	1941	Maneuver:	-1	Armor:	9/18/27
Threat Value:	47	Fire Control:	-1	Movement:	Walk 3/5, Gr. 3/6
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Inefficient Controls, 2 x Manipulator Arms (R4, Punch), OverheatingLight Dam. If moves & fires 3+ turns, Reinforced Armor (R1, Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
M88 Cannon	F	2	4	8	16	0	x7	1	9	ROF1
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
Mk4W	F	-	-	-	-	-1	x9	-	3	AI

VARIANTS M12A2, TV: 74 Year In Service: 1941

Remove: 1 x M4B Cannon

Add: 1 x Flamethrower

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Flamethrower	F	0	0	0	1	+1	x7	1	20	ROF1, SB

BY DREAM POD 9

LONGSTREET VARIANTS

M12A1 w/T72E2 Launcher, TV: 67 Year In Service: 1941

Add: 1 x M8 Rockets

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
M8 4.5" Rockets*	FF	5	10	20	40	-3	x8	1	1	MR5, AE1, IF

* NOTE: This weapon may fire out to Artillery Range.

Longstreet Artillery Mate, TV: 42 Year In Service: 1941 Nationality: USSR-Lend lease

Remove: 1 x M88 Cannon

Change: 2 x Manipulator Arms (R6, Punch)

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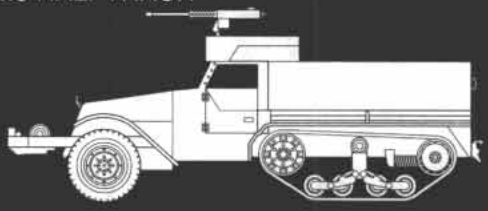
M3 HALFTRACK

BY DREAM POD 9



Year In Service:	1941	Maneuver:	-3	Armor:	7/14/21
Threat Value:	35	Fire Control:	-2	Movement:	Ground 4/7
Size:	7	Sensors:	None	Deployment Range:	282km
Crew:	2	Communications:	None		

PERKS & FLAWS

Exposed Crew, Exposed FC, Inefficient Controls, Large Sensor Profile (R1), Passenger Seating (10)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 HMG	T	1	2	4	8	0	x4	1	2000	ROF1, AI
.30 LMG	Rr	1	2	4	8	0	x2	1	2000	ROF2, AI

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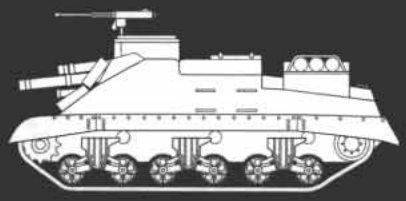
M7 "PRIEST" HOWITZER

BY DREAM POD 9



Year In Service:	1941	Maneuver:	-3	Armor:	13/26/39
Threat Value:	130	Fire Control:	-2	Movement:	Ground 3/5
Size:	11	Sensors:	None	Deployment Range:	201km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Exposed Crew, Hazardous Ammo/Fuel Supply, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
105mm Howitzer*	FF	14	28	56	112	-3	x12	1	69	MR10, AE0, IF
.50 HMG	T	1	2	4	8	0	x4	1	200	ROF1, AI

* NOTE: This weapon may fire out to Artillery Range.

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D.U.K.W.

BY DREAM POD 9

Year In Service:	1942	Maneuver:	-3	Armor:	5/10/15
Threat Value:	4	Fire Control:	-2	Movement:	Ground 5/9
Size:	7	Sensors:	None	Deployment Range:	500km
Crew:	2	Communications:	None		

PERKS & FLAWS

Amphibious, Cargo Bay (20m³, Open Topped), Exposed Crew, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
None										

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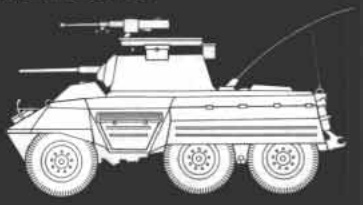
M8 "GREYHOUND"

BY DREAM POD 9



Year In Service:	1943	Maneuver:	-2	Armor:	7/14/21
Threat Value:	28	Fire Control:	-2	Movement:	Ground 5/10
Size:	7	Sensors:	None	Deployment Range:	563km
Crew:	4	Communications:	-1/5km		

PERKS & FLAWS

Exposed Crew, Inefficient Controls, Large Sensor Profile (R1), Pintle Mount (Rr), Reinforced Armor (R1, Front), Weak Armor Facing (Bottom)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
37mm M6	T	3	6	12	24	0	x7	1	80	-
.30 LMG	T	1	2	4	8	0	x2	1	1500	ROF2, AI, Coax

VARIANTS

	M20, TV: 9	Year In Service: 1943
Remove: All Weapons		
Add: Passenger Seating (4)		
Change: Crew 2: Pintle Mount (F)		

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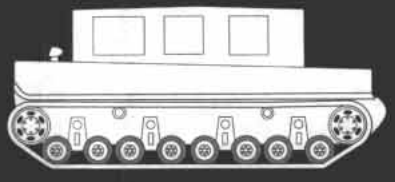
M29 STUDEBAKER "WEASEL"

BY DREAM POD 9



Year In Service:	1943	Maneuver:	-2	Armor:	4/8/12
Threat Value:	3	Fire Control:	-3	Movement:	Ground 4/7
Size:	5	Sensors:	None	Deployment Range:	248km
Crew:	1	Communications:	None		

PERKS & FLAWS

Exposed Crew, Inefficient Controls, Passenger Seating (3)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
None										

VARIANT

	M29C, TV: 3	Year In Service: 1943
Add: Amphibious		

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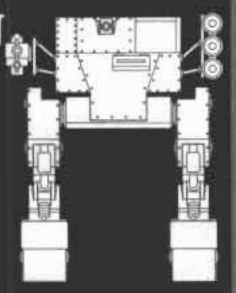
M11A1M WALKING MORTAR CARRIAGE

BY DREAM POD 9



Year In Service:	1940	Maneuver:	-1	Armor:	8/16/24
Threat Value:	60	Fire Control:	-1	Movement:	Walk 2/4, Ground 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 HMG	FF	1	2	4	8	0	x4	1	150	ROF1, AI
80mm Mortar*	FF	4	8	16	32	-1	x6	1	44	IF, AI, AEO, MR4

* NOTE: This weapon may fire out to Artillery Range.

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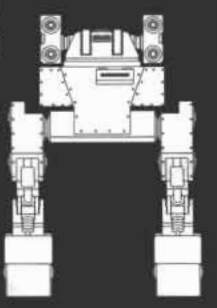
M11A6 EARLY ANTIAIRCRAFT CARRIAGE

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-1	Armor:	8/16/24
Threat Value:	100	Fire Control:	-1	Movement:	Walk 2/4, Ground 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-2/2km		

PERKS & FLAWS

2 x Battle Arms (R4), Decreased Maneuver (R1, Ground), Exposed Crew, Fuel Inefficient, Inefficient Controls, Overheating, Poor Towing, Unstable, Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA	DT	2	4	8	16	0	x6	4	120ea	Link, ROF2, AE1

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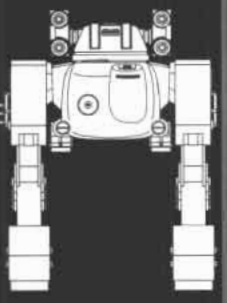
M12A6 LONGSTREET ANTIAIRCRAFT CARRIAGE

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	120	Fire Control:	-1	Movement:	Walk 2/4, Ground 3/5
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Anti-Air, Inefficient Controls, 2 x Manipulator Arms (R4, Punch), Overheating, Reinforced Armor (R1,Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm AA	DT	2	4	8	16	0	x6	4	120ea	Link, ROF2, AE1

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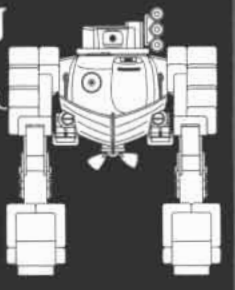
M12A1A GENERAL LONGSTREET - AMPHIBIOU

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	60	Fire Control:	-1	Movement:	Walk 2/4, Ground 3/5
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

Amphibious, Inefficient Controls, 2 x Manipulator Arms (R4, Punch), Overheating, Reinforced Armor (R1,Front), Weak Point (R1, Movement)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
M88 Cannon	F	2	4	8	16	0	x7	1	9	ROF1
.30 LMG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
Mk4W	F	-	-	-	-	-1	x9	-	3	AI

VARIANT: M12A2A TV: 80Year in Service 1942

Remove: 1x M88 Cannon

Add: 1 x Flamethrower

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Flamethrower	F	0	0	0	1	+1	x7	1	20	ROF1, SB

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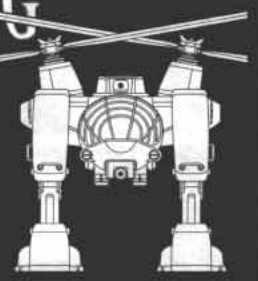
M15A1 GENERAL WASHINGTON



BY DREAM POD 9

Year In Service:	1944	Maneuver:	-1	Armor:	8/16/24
Threat Value:	120	Fire Control:	-1	Movement:	Walk 2/4, Air 6/12
Size:	7	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-2/3km		

PERKS & FLAWS

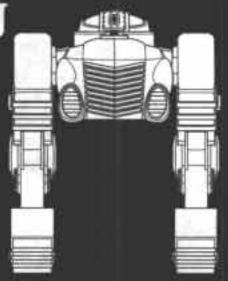
Inefficient Controls, 2 x Manipulator Arms (R5, Punch), Overheating, Reinforced Armor (R1,Front), Weak Point (R1, Movement), Maximum Ceiling (8), Cannot Glide, Difficult to Bail, Exposed Movement System (Air), VTOL, Annoyance: -1 Fire Control when flying

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Walker Bazooka	F	2	4	8	16	0	x14	1	6	Heat
.50 HMG	F	1	2	4	8	0	x4	1	300	ROF1, AI
M60 Grenades	F	-	-	-	-	-1	x10	-	3	AI

GEAR KRIEG™

M16A1 HERMES



BY DREAM POD 9

Year In Service:	1944	Maneuver:	-1	Armor:	10/20/30
Threat Value:	80	Fire Control:	-1	Move.:	Walk 2/4, Ground 5/10
Size:	7	Sensors:	None	Deployment Range:	100km
Crew:	2	Communications:	-1/6km		

PERKS & FLAWS

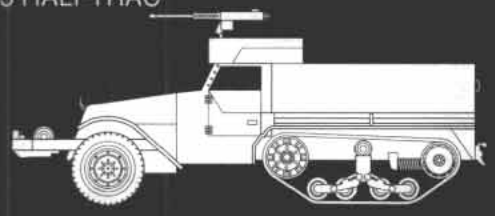
Inefficient Controls, 2 x Manipulator Arms (R2, Punch), Reinforced Armor (R1,Front), Reinforce Crew Compartment

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
M88 Cannon	FF	2	4	8	16	0	x7	1	12	ROF1
.50 T1 HMG	T	1	2	4	8	+1	x4	2	350 each	Linked, ROF1, AI
Mk4W	F	-	-	-	-	-1	x9	-	3	AI

GEAR KRIEG™

M3 HALFTRAC



BY DREAM POD 9

Year In Service:	1941	Maneuver:	-3	Armor:	7/14/21
Threat Value:	35	Fire Control:	-2	Movement:	Ground 4/7
Size:	7	Sensors:	None	Deployment Range:	282km
Crew:	2	Communications:	None		

PERKS & FLAWS

Exposed Crew, Exposed FC, Inefficient Controls, Large Sensor Profile (R1), Passenger Seating (10)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 HMG	T	1	2	4	8	0	x4	1	2000	ROF1, AI
.30 LMG	Rr	1	2	4	8	0	x2	1	2000	ROF2, AI

VARIANT: M3C Command Halftrack TV: 35 Year in Service: 1941

Remove: .30 LMG

Add: Communications -1/5km

Change: .50 cal ammo to 400, Crew to 4, Passenger Seating to 6

BY DREAM POD 9

VARIANT: M21 Mortar Halftrack TV: 75 Year in Service: 1941

Remove: .30 LMG

Change: .50 cal ammo to 400, Crew to 6

Add: 80mm Mortar

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
80mm Mortar*	Rr	4	8	16	32	-1	x6	1	97	IF, AI, AE0, MRA

* NOTE: This weapon may fire out to Artillery Range.

VARIANT: M3A1 Gun Motor Carriage TV: 70 Year in Service: 1941

Remove: .30 LMG, .50 HMG

Change: Crew to 5

Add: 1 x M3A1

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
M3A1	FF	4	8	16	32	0	x8	1	50	-

VARIANT: M16 AA Motor Carriage TV: 60 Year in Service: 1941

Remove: .30 LMG, .50 HMG

Change: Crew to 5

Add: Antiaircraft, 1 x Antiaircraft MG turret

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 HMG	T	1	2	4	8	0	x4	4	1250 each	Linked, ROF1, AI

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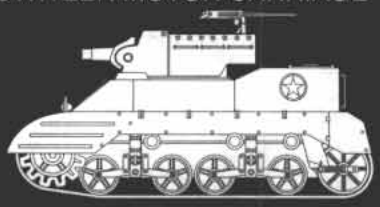
M8 HOWITZER MOTOR CARRIAGE

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-3	Armor:	11/22/33
Threat Value:	80	Fire Control:	-2	Movement:	Ground 3/6
Size:	8	Sensors:	None	Deployment Range:	115km
Crew:	4	Communications:	-2/2km		

PERKS & FLAWS

Exposed Crew, Hazardous Ammo/Fuel System, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 HMG	T	1	2	4	8	0	x4	1	400	ROF 1, AI
75mm Howitzer*	T	15	30	60	120	-1	x10	46	MR7, AE0, IF	*

* NOTE: This weapon may fire out to Artillery Range.

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SHERMAN DD TANK

BY DREAM POD 9

Year In Service:	1942	Maneuver:	-3	Armor:	14/28/42
Threat Value:	80	Fire Control:	-2	Movement:	Ground 3/6
Size:	11	Sensors:	None	Deployment Range:	170km
Crew:	4	Communications:	-1/5km		

PERKS & FLAWS

Amphibious, Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
75mm M3	T	5	10	20	40	0	x9	1	97	-
.30 LMG	T	1	2	4	8	0	x2	1	400	ROF 2, AI, Coax
.30 LMG	FF	3	6	12	24	0	x2	1	400	ROF 2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4750	

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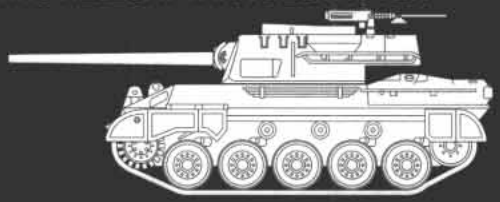
M18 HELLCAT TANK DESTROYER

BY DREAM POD 9



Year In Service:	1943	Maneuver:	-3	Armor:	11/22/33
Threat Value:	55	Fire Control:	-2	Movement:	Ground 5/9
Size:	10	Sensors:	None	Deployment Range:	105km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

Exposed Crew, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor, Pintle Mount, (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
76mm M1	T	5	10	20	40	0	x11	1	87	-

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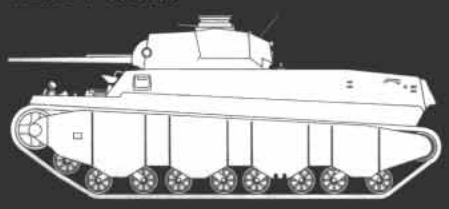
M6 HEAVY TANK

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-3	Armor:	21/42/63
Threat Value:	110	Fire Control:	-2	Movement:	Ground 2/4
Size:	13	Sensors:	None	Deployment Range:	160km
Crew:	6	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R2), Reinforced Armor (R2, Front)

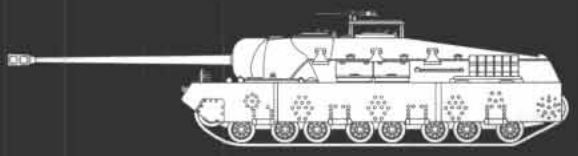
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3" M7	T	5	10	20	40	0	x10	1	75	-
37 mm M6	T	3	6	12	24	0	x7	1	202	Coax
.50 HMG	T	1	2	4	8	0	x4	1	-	ROF1, AI
.50 HMG	FF	1	2	4	8	0	x4	2	-	Linked, ROF1, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	5700	

GEAR KRIEG™

T95 MOTOR GUN CARRIAGE

BY DREAM POD 9



Year In Service:	1945	Maneuver:	-4	Armor:	24/48/72
Threat Value:	140	Fire Control:	-2	Movement:	Ground 1/2
Size:	16	Sensors:	None	Deployment Range:	100km
Crew:	4	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Large Sensor Profile (R3), Reinforced Armor (R6, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
105mm T5E1/67	FF	6	12	24	48	0	x17	1	22	-
.50 HMG	T	1	2	4	8	0	x4	1	400	ROF1, AI

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M22 LOCUST LIGHT TANK

BY DREAM POD 9

Year In Service:	1942	Maneuver:	-3	Armor:	9/18/27
Threat Value:	30	Fire Control:	-2	Movement:	Ground 3/6
Size:	7	Sensors:	None	Deployment Range:	130km
Crew:	3	Communications:	None		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Glider Capable, Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
37mm M6	T	3	6	12	24	0	x7	1	50	-
.30 LMG	T	1	2	4	8	0	x2	1	2500	Coax, ROF 2, AI

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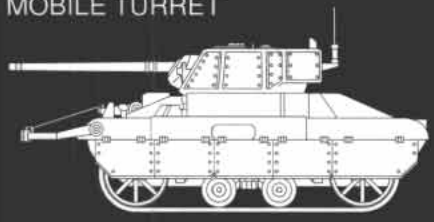
M1 MOBILE TURRET

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-10	Armor:	13/26/39
Threat Value:	20	Fire Control:	-2	Movement:	Ground (Towed)
Size:	8	Sensors:	None	Deployment Range:	n/a
Crew:	3	Communications:	-1/5km		

PERKS & FLAWS

Buttoned Up, Inefficient Controls, Glider Capable, Rugged Movement System, Pintle Mount, Annoyance: Can only Fire pintle mount when being towed

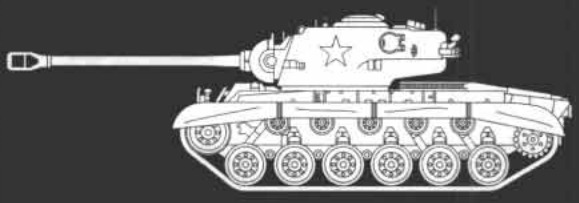
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
3" M7	T	5	10	20	40	0	x10	1	62	-

GEAR KRIEG™

M26 PERSHING

BY DREAM POD 9



Year In Service:	late 1943	Maneuver:	-3	Armor:	16/32/48
Threat Value:	100	Fire Control:	-2	Movement:	Ground 3/5
Size:	12	Sensors:	None	Deployment Range:	100km
Crew:	5	Communications:	-1/5km		

PERKS & FLAWS

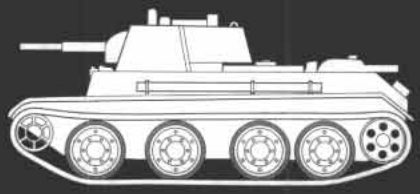
Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
90mm M1	T	6	12	24	48	0	x12	1	70	-
.50 HMG	T	1	2	4	8	0	x4	1	550	ROF1, AI
.30 LMG	T	1	2	4	8	0	x2	1	-	ROF 2, AI, Coax
.30 LMG	FF	3	6	12	24	0	x2	1	-	ROF 2, AI
.30 LMG Ammo Bin	-	-	-	-	-	-	-	-	5000	

GEAR KRIEG™

BT-7



Year In Service:	1935	Maneuver:	-3	Armor:	7/14/21
Threat Value:	38	Fire Control:	-2	Movement:	Ground 5/10
Size:	8	Sensors:	None	Deployment Range:	250km
Crew:	3	Communications:	None		

PERKS & FLAWS

Buttoned Up, HEP: Cold Weather, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
45mm L/46	T	4	8	16	32	0	x8	1	188	-
7.62mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.62mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	2394	-

VARIANT BT-7 Command, TV: 55 Year In Service: 1935

Add: Communications -1/3km

Change: 45mm Ammo 172

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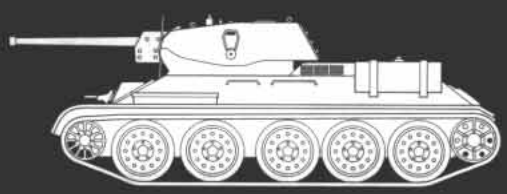
T34/76A



Year In Service:	1939	Maneuver:	-3	Armor:	14/28/42
Threat Value:	59	Fire Control:	-2	Movement:	Ground 3/6
Size:	10	Sensors:	None	Deployment Range:	400km
Crew:	4	Communications:	None		

PERKS & FLAWS

Buttoned Up, HEP: Cold Weather, Improved Off-Road, Inefficient Controls, Large Sensor Profile (R1)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
76.2mm L/30.5	T	4	8	16	32	0	x8	1	77	-
7.62mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.62mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	4725	-

VARIANTS Command, TV: 55 Year In Service: 1939

Add: Communications -1/3km, Change: LMG Ammo 2898

T34/76B, TV: 65 Year In Service: 1941

Remove: 1 x 76.2mm L/30.5

Add: 1 x 76.2mm L/41.2 cannon; Reinforced Armor (R1, Front)

76.2mm L/41.2	T	5	10	20	40	0	x9	1	77	-

Command B, TV: 61 Year In Service: 1941

Add: Weapons at T34/76B; Communications -1/3km, Change: LMG Ammo 2898

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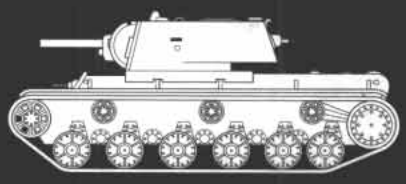
KV-1C HEAVY TANK



Year In Service:	1940	Maneuver:	-3	Armor:	19/38/57
Threat Value:	86	Fire Control:	-2	Movement:	Ground 2/4
Size:	12	Sensors:	None	Deployment Range:	250km
Crew:	5	Communications:	None		

PERKS & FLAWS

Buttoned Up, HEP: Cold Weather, Improved Off-Road, Inefficient Controls, Large Sensor Profile (R2), Reinforced Armor (R1, Front)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
76.2mm L/41.2	T	5	10	20	40	0	x9	1	114	-
7.62mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.62mm LMG	FF	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	Rr	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	3024	-

KV-1 VARIANTS

KV-IIA, TV: 201 Year In Service: 1940

Remove: Turreted Weapons

Add: 1 x 152mm Howitzer

152mm Howitzer*	T	16	32	64	128	-3	x15	1	36	MR12, AE0, IF

Change: Movement Ground 2/3; LMG Ammo 3087

* NOTE: This weapon may fire out to Artillery Range

KV-IIC, TV: 88 Year In Service: 1941

Remove: Turreted Weapons

Add: 1 x EUEA Tesla Model 40

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Tesla Model 40	T	1	2	4	8	0	x11	1	30	Haywire, AD1, PH2

Change: Move Ground 2/3; LMG Ammo 3087

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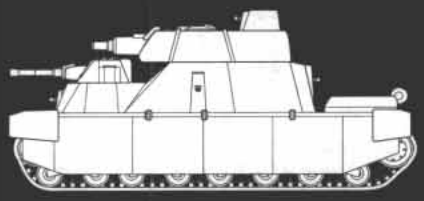
T-44 "N. LENIN" SUPERHEAVY TANK

BY DREAM POD 9



Year In Service:	1940	Maneuver:	-4	Armor:	20/40/60
Threat Value:	94	Fire Control:	-2	Movement:	Ground 2/4
Size:	12	Sensors:	None	Deployment Range:	80km
Crew:	7	Communications:	None		

PERKS & FLAWS

Buttoned Up, HEP: Cold Weather, Improved Off-Road, Inefficient Controls, Large Sensor Profile (R2), Overheating, Random Shutdown (R1), Reinforced Armor (R2, Front), Weak Armor Facing (Rear)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
76.2mm L/40.2	FF	5	10	20	40	0	x9	1	55	-
76.2mm L/40.2	FF	5	10	20	40	0	x9	1	55	-
47mm Model 40	T	3	6	12	24	0	x7	1	50	-
7.62mm LMG	T	1	2	4	8	0	x2	1	-	ROF2, AI, Coax
7.62mm LMG	Ft	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	Rt	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	L	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm LMG	Rr	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	6000	-

BY DREAM POD 9

T-44 SUPERHEAVY TANK VARIANT

T-44 Command, TV: 90 Year in Service: 1940

Add: Communications -1/3km; Change: LMG Ammo 2000

T-45 "Nikolai Tesla", TV: 78 Year in Service: 1941

Remove: 1 x 76.2mm L/40.2; 1 x 47mm Model 40

Add: 1 x EUEA Tesla Model 39; Hazardous Ammo/Fuel Supply

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Tesla Model 39	FF	2	4	8	16	0	x15	1	20	Haywire, AD1, PH3

T-45 Command, TV: 73 Year in Service: 1941

Remove: 1 x 76.2mm L/40.2; 1 x 47mm Model 40

Add: 1 x EUEA Tesla Model 39; Communications -1/3km; Hazardous Ammo/Fuel Supply

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Tesla Model 39	FF	2	4	8	16	0	x15	1	20	Haywire, AD1, PH3

Change: LMG Ammo 2000

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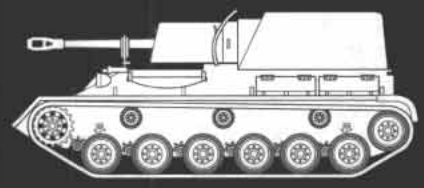
SU-76 TANK DESTROYER

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-3	Armor:	9/18/27
Threat Value:	61	Fire Control:	-2	Movement:	Ground 3/5
Size:	7	Sensors:	None	Deployment Range:	450km
Crew:	4	Communications:	None		

PERKS & FLAWS

Exposed Crew, Improved Off-Road, Inefficient Controls, Large Sensor Profile (R1), Reinforced Armor (R2, Front), Stabilized Mount (76.2mm M1942)

WEAPONS

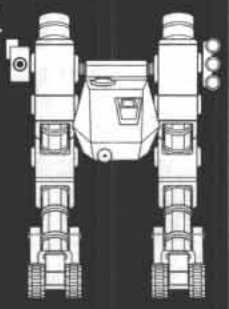
Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Field Gun M1942*	FF	17	34	68	136	-3	x10	1	60	MR12, AE0, IF

* NOTE: This weapon may fire out to Artillery Range

GEAR KRIEG™

G-27 COMBAT WALKER

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-1	Armor:	9/18/27
Threat Value:	37	Fire Control:	-1	Movement:	Ground 3/6
Size:	7	Sensors:	None	Deployment Range:	100km
Crew:	2	Communications:	None		

PERKS & FLAWS

Buttoned Up, Hazardous Ammo/Fuel Supply, HEP: Cold Weather, Inefficient Controls, 2 x Manipulator Arms (R5, Punch), Overheating, Reinforced Armor (R1, Front), Weak Point (R1, Engine)

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
18.2mm Model 1941 ROF1	F	7	2	4	8	16	0	x5	1	9
7.62mm LMG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x9	-	3	AI

VARIANT

G27-65, TV: 37 Year in Service: 1942 (late)

Remove: Overheating

Change: Deployment Range 120km

GEAR KRIEG™

BA-10 ARMORED CAR

BY DREAM POD 9

Year In Service:	1937	Maneuver:	-2	Armor:	6/12/18
Threat Value:	25	Fire Control:	-2	Movement:	Ground 5/10
Size:	6	Sensors:	None	Deployment Range:	320km
Crew:	4	Communications:	None		

PERKS & FLAWS

Buttoned Up, HEP: Cold Weather, Improved Off-Road, Inefficient Controls

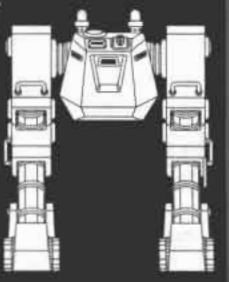
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
47mm Model 40	T	3	6	12	24	0	x7	1	50	-
7.62mm LMG	FF	1	2	4	8	0	x2	1	1500	ROF2, AI

GEAR KRIEG™

D-1A "LITTLE BROTHER"

BY DREAM POD 9



Year In Service:	Early 1942	Maneuver:	-1	Armor:	6/12/18
Threat Value:	15	Fire Control:	-1	Movement:	Walker 3/5, Ground 2/4
Size:	5	Sensors:	None	Deployment Range:	65km
Crew:	2	Communications:	None		

PERKS & FLAWS

Airdroppable, Partially Exposed Crew (Gunner), Inefficient Controls

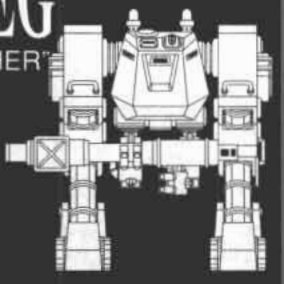
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
HMG	F	1	2	4	8	0	x4	1	-	ROF1, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	1530	-

GEAR KRIEG™

D-1B "LITTLE BROTHER"

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-1	Armor:	6/12/18
Threat Value:	30	Fire Control:	-1	Movement:	Walker 3/5, Ground 2/4
Size:	5	Sensors:	None	Deployment Range:	55km
Crew:	2	Communications:	None		

PERKS & FLAWS

Airdroppable, Inefficient Controls, Manipulator Arms (x2, R4, Can Punch), Hostile ENvironment Protection: Extreme Cold, Reinforced Armor (R1, Front)

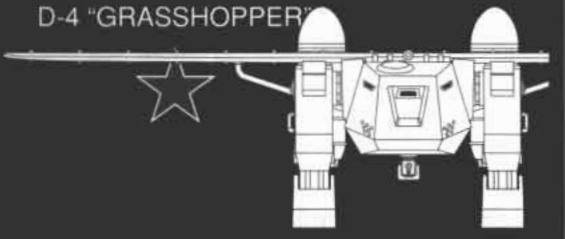
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
HMG	F	1	2	4	8	0	x4	1	-	ROF1, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	1530	-
LBZK	F	2	4	8	16	-1	x8	1	3	-

GEAR KRIEG™

D-4 "GRASSHOPPER"

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-1	Armor:	7/14/21
Threat Value:	30	Fire Control:	-1	Move.:	Walker 2/4, Flight 10/20
Size:	7	Sensors:	None	Deployment Range:	95km
Crew:	2	Communications:	-2/1km		

PERKS & FLAWS

Inefficient Controls, Large Sensor Profile (R1), Exposed Movement Systems, Hostile Environment Protection: Extreme Cold

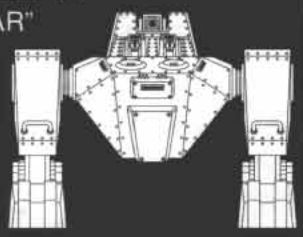
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
LMG	FF	1	2	4	8	0	x2	2	2210	ROF2, AI
Bombs	FF	0	0	0	0	-2	x16	4	1	AE0, AI

GEAR KRIEG™

R-5A "IRON BEAR"

BY DREAM POD 9



Year In Service:	Late 1942	Maneuver:	-1	Armor:	11/22/33
Threat Value:	65	Fire Control:	-1	Movement:	Walk 2/4, Ground 3/5
Size:	8	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-1/3km		

PERKS & FLAWS

Inefficient Controls, Large Sensor Profile (R2), Exposed Movement Systems, Hostile Environment Protection: Extreme Cold, Easy to Modify

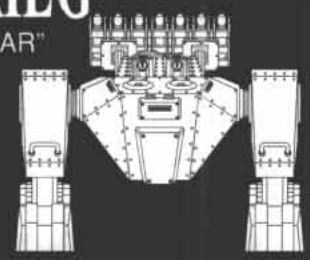
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Field Gun	FF	4	8	16	32	-1	x10	1	14	IF, Recoil
LMG	F	1	2	4	8	0	x2	2	500/500	ROF2, AI

GEAR KRIEG™

R-5B "IRON BEAR"

BY DREAM POD 9



Year In Service:	Late 1942	Maneuver:	-1	Armor:	11/22/33
Threat Value:	65	Fire Control:	-1	Movement:	Walk 2/4, Ground 3/5
Size:	8	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-1/3km		

PERKS & FLAWS

Inefficient Controls, Large Sensor Profile (R2), Exposed Movement Systems, Hostile Environment Protection: Extreme Cold, Easy to Modify

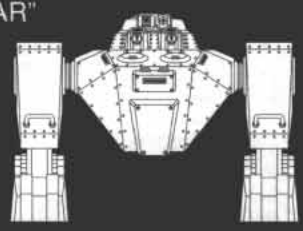
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Katyusha Rockets	FF	3	6	12	24	-1	x10	1	45	AE0, IF
LMG	F	1	2	4	8	0	x2	2	500/500	ROF2, AI

GEAR KRIEG™

R-5C "IRON BEAR"

BY DREAM POD 9



Year In Service:	Late 1942	Maneuver:	-1	Armor:	11/22/33
Threat Value:	65	Fire Control:	-1	Movement:	Walk 2/4, Ground 3/5
Size:	8	Sensors:	None	Deployment Range:	85km
Crew:	2	Communications:	-1/3km		

PERKS & FLAWS

Inefficient Controls, Large Sensor Profile (R2), Exposed Movement Systems, Hostile Environment Protection: Extreme Cold, Easy to Modify

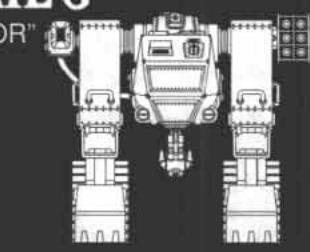
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
45mm	T	3	6	12	24	0	x9	1	34	-
Flamethrower	T	0	0	0	1	+1	x7	1	25	Slow Burn
LMG	F	1	2	4	8	0	x2	2	500/500	ROF2, AI

GEAR KRIEG™

R-7 "PREDATOR"

BY DREAM POD 9



Year In Service:	late 1943	Maneuver:	-1	Armor:	12/24/36
Threat Value:	150	Fire Control:	-1	Movement:	Walk 2/4, Ground 3/5
Size:	7	Sensors:	None	Deployment Range:	75km
Crew:	2	Communications:	-1/3km		

PERKS & FLAWS

Inefficient Controls, Large Sensor Profile (R2), Exposed Movement Systems, Hostile Environment Protection: Extreme Cold, Improved Off-Road Ability, Searchlight (F), Overheating, Battle Arm (R6, Magnetic Cannon, Can Punch), Manipulator Arm (R6, Can Punch)

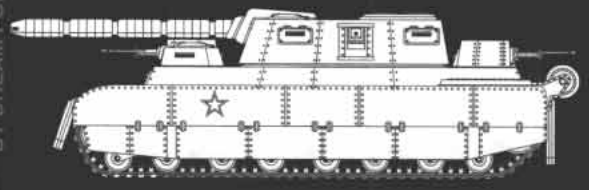
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Mag Cannon	F	2	4	8	16	0	x12	1	20	-10dam/RB, AC
Machinecannon	T	2	4	8	16	0	x5	1	45	ROF1
HMG	F	1	2	4	8	0	x4	1	1450	ROF1, AI
Rockets	F	1	2	4	8	-1	x15	1	6	HEAT

GEAR KRIEG™

KV-300 SUPERHEAVY TANK

BY DREAM POD 9



Year In Service:	1943	Maneuver:	-5	Armor:	25/50/75
Threat Value:	300	Fire Control:	-1	Movement:	Ground 2/3
Size:	23	Sensors:	None	Deployment Range:	85km
Crew:	12	Communications:	-1/5km		

PERKS & FLAWS

Hostile Environment Protection: Extreme Cold, Smoke Launchers, Reinforced Crew Compartment, High Towing Capability, Buttoned Up, Inefficient Controls, Large Sensor Profile (R5), Fuel Inefficient, Defective Fire Control (R1)

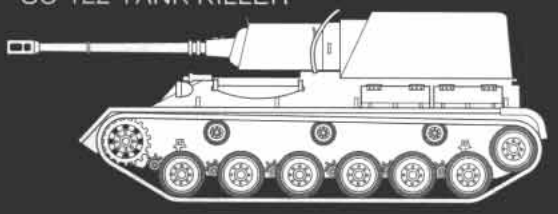
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec.
EKC-100	T	5	10	20	40	0	x28	1	32	-
76.2mm	F	4	8	16	32	0	x12	2	85/85	-
76.2mm	Rr	4	8	16	32	0	x12	1	85	-
76.2mm	L	4	8	16	32	0	x12	1	85	-
76.2mm	Rt	4	8	16	32	0	x12	1	85	-
7.62mm	T	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm	FF	1	2	4	8	0	x2	2	-	ROF2, AI
7.62mm	L	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm	Rt	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm	Rr	1	2	4	8	0	x2	2	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	4525	-	

GEAR KRIEG™

SU-122 TANK KILLER

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-4	Armor:	15/30/45
Threat Value:	80	Fire Control:	-1	Movement:	Ground 3/5
Size:	12	Sensors:	None	Deployment Range:	165km
Crew:	5	Communications:	None		

PERKS & FLAWS

Hostile Environment Protection (Extreme Cold), Improved Off-Road Ability, Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

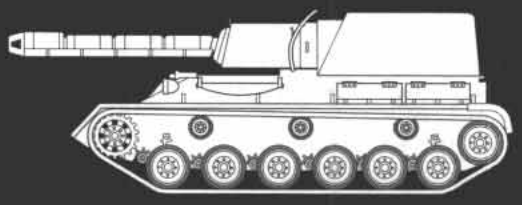
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
122mm	FF	4	8	16	32	0	x18	1	40	-
7.62mm	F	1	2	4	8	0	x2	1	1540	ROF2, AI

GEAR KRIEG™

SU-85 TANK KILLER

BY DREAM POD 9



Year In Service:	1943	Maneuver:	-4	Armor:	16/32/48
Threat Value:	100	Fire Control:	-1	Movement:	Ground 3/5
Size:	12	Sensors:	None	Deployment Range:	145km
Crew:	5	Communications:	None		

PERKS & FLAWS

Hostile Environment Protection (Extreme Cold), Improved Off-Road Ability, Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Hazardous Ammo/Fuel Storage

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
EKC-85	FF	5	10	20	40	0	x22	1	26	-
7.62mm	F	1	2	4	8	0	x2	1	1540	ROF2, AI

GEAR KRIEG™

SU-100 TANK KILLER

BY DREAM POD 9

Year In Service:	Late 1943	Maneuver:	-4	Armor:	16/32/48
Threat Value:	140	Fire Control:	-1	Movement:	Ground 3/5
Size:	13	Sensors:	None	Deployment Range:	120km
Crew:	5	Communications:	-1/2km		

PERKS & FLAWS

Hostile Environment Protection (Extreme Cold), Improved Off-Road Ability, Buttoned Up, Inefficient Controls, Large Sensor Profile (R1), Exposed Fire Control Systems

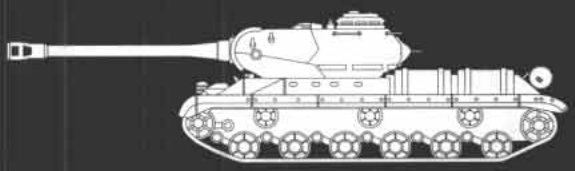
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
EKE-100	FF	5	10	20	40	0	x28	1	20	-
7.62mm	F	1	2	4	8	0	x2	1	1540	ROF2, AI

GEAR KRIEG™

JS-2 HEAVY TANK

BY DREAM POD 9



Year In Service:	1943	Maneuver:	-4	Armor:	18/36/54
Threat Value:	120	Fire Control:	-1	Movement:	Ground 3/5
Size:	15	Sensors:	None	Deployment Range:	100km
Crew:	4	Communications:	-1/2km		

PERKS & FLAWS

Reinforced Armor (R2, Front), Weapon Link (MG's), Hostile Environment Protection (Extreme Cold), Buttoned Up, Inefficient Controls, Large Sensor Profile (R2)

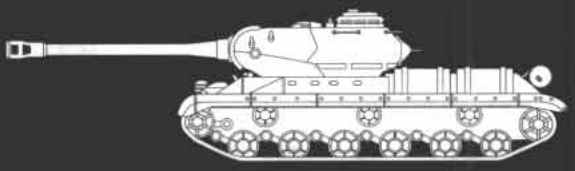
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
122mm	T	4	8	16	32	0	x18	1	28	-
7.62mm	T	1	2	4	8	0	x2	2	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	2330	-	
12.8mm	F	2	4	8	16	0	x5	1	960	ROF1, AI

GEAR KRIEG™

JSM-2 HEAVY TANK

BY DREAM POD 9



Year In Service:	Late 1943	Maneuver:	-4	Armor:	18/36/54
Threat Value:	100	Fire Control:	-1	Movement:	Ground 3/5
Size:	15	Sensors:	None	Deployment Range:	100km
Crew:	4	Communications:	-1/2km		

PERKS & FLAWS

Reinforced Armor (R2, Front), Weapon Link (MG's), Hostile Environment Protection (Extreme Cold), Buttoned Up, Inefficient Controls, Large Sensor Profile (R2)

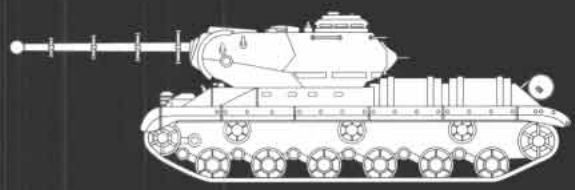
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
MagCan	T	2	4	8	16	0	x12	1	45	-1Dam/RB, AC
7.62mm	T	1	2	4	8	0	x2	2	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	2330	-
12.6mm	F	2	4	8	16	0	x5	1	960	ROF1, AI

GEAR KRIEG™

JST-2 HEAVY TANK

BY DREAM POD 9



Year In Service:	Late 1943	Maneuver:	-4	Armor:	18/36/54
Threat Value:	100	Fire Control:	-1	Movement:	Ground 3/5
Size:	15	Sensors:	None	Deployment Range:	100km
Crew:	4	Communications:	-1/2km		

PERKS & FLAWS

Reinforced Armor (R2, Front), Weapon Link (MG's), Hostile Environment Protection (Extreme Cold), Buttoned Up, Inefficient Controls, Large Sensor Profile (R2)

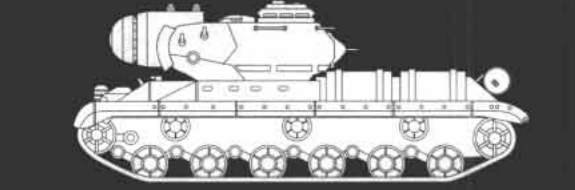
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Tesla Projector	T	1	2	4	8	0	x10	1	40	Haywire
7.62mm	T	1	2	4	8	0	x2	2	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	2330	-	
12.6mm	F	2	4	8	16	0	x5	1	960	ROF1, AI

GEAR KRIEG™

JSS-2 SCATTERING FIELD TANK

BY DREAM POD 9



Year In Service:	1943	Maneuver:	-4	Armor:	18/36/54
Threat Value:	80	Fire Control:	-1	Movement:	Ground 3/5
Size:	15	Sensors:	None	Deployment Range:	100km
Crew:	4	Communications:	-1/2km		

PERKS & FLAWS

Reinforced Armor (R2, Front), Weapon Link (MG's), Hostile Environment Protection (Extreme Cold), Buttoned Up, Inefficient Controls, Large Sensor Profile (R2)

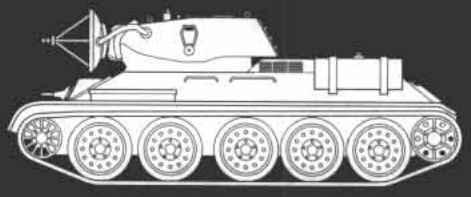
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
SctFld.	T	0	0	0	0	0	-	1	45	AE4, +3 obsc
7.62mm	T	1	2	4	8	0	x2	2	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	2330	-	
12.6mm	F	2	4	8	16	0	x5	1	960	ROF1, AI

GEAR KRIEG™

T-34/76SN SONIC TANK

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-3	Armor:	15/30/45
Threat Value:	50	Fire Control:	-1	Movement:	Ground 3/5
Size:	11	Sensors:	None	Deployment Range:	275km
Crew:	4	Communications:	None		

PERKS & FLAWS

Hostile Environment Protection (Extreme Cold), Improved Off-Road Ability, Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

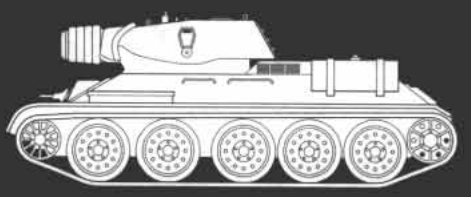
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Sonics	T	0	0	0	0	0	x6	1	65	ROF3, AE5, AI
7.62mm	T	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	2898	-

GEAR KRIEG™

T-34/76H THERMAL TANK

BY DREAM POD 9



Year In Service:	1942	Maneuver:	-3	Armor:	15/30/45
Threat Value:	50	Fire Control:	-1	Movement:	Ground 3/5
Size:	11	Sensors:	None	Deployment Range:	275km
Crew:	4	Communications:	None		

PERKS & FLAWS

Hostile Environment Protection (Extreme Cold), Improved Off-Road Ability, Buttoned Up, Inefficient Controls, Large Sensor Profile (R1)

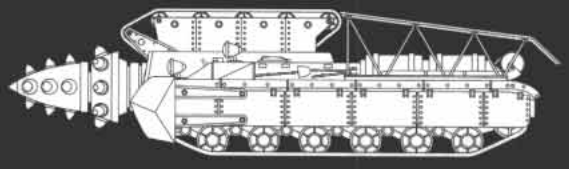
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Thermal	T	1	2	4	8	0	x8	1	52	-2Dam/RB
7.62mm	T	1	2	4	8	0	x2	1	-	ROF2, AI
7.62mm	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	-	2898	-

GEAR KRIEG™

ZK-1 "MOLE" DIGGING VEHICLE

BY DREAM POD 9



Year In Service:	Late 1941	Maneuver:	-5	Armor:	9/18/27
Threat Value:	30	Fire Control:	-2	Movement:	Grd 2/4, Mole 1/2
Size:	17	Sensors:	None	Deployment Range:	100km
Crew:	6	Communications:	None		

PERKS & FLAWS

Mole, Reinforced Armor (R2, Front), Hostile Environment Protection (Extreme Cold), Mining Equipment (Heavy), Searchlight (F), Buttoned Up, Inefficient Controls, Large Sensor Profile (R3), Overheating

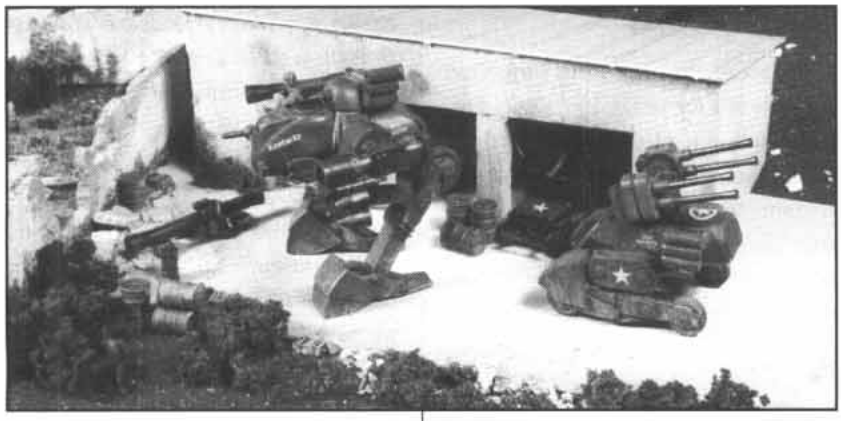
WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.62mm	FF	1	2	4	8	0	x2	1	-	ROF2, AI
MG Ammo Bin	-	-	-	-	-	-	-	2330	-	

APPENDIX: CAMOUFLAGE SCHEMES

None of the Allied ground forces during WWII made extensive use of elaborate camouflage on their vehicles and uniforms, though all tried to adapt their colors to the theater in which they operated. The British in particular used many color schemes in the early days of the conflict, though these gradually disappeared as their usefulness was put into doubt. By the mid-war on, olive drab (a light brownish green color) was the most commonly used paint, with local variations (the Russians used tractor paints that were brown and green).

If the basic colors were drab and standardized, however, a dizzying array of markings, numbers and insignia patterns were employed to identify vehicles during the war. Most of them took the shape of small areas of color that broke otherwise solid paint schemes. Entire books have been dedicated to the subject. For much of the war, individual unit commanders had wide discretion in how they chose to camouflage and identify their vehicles.



UNITED STATES

The standard regulation color scheme for the U.S. Army in all theatres of the Second World War was a dark olive paint scheme with prominently displayed white five-pointed stars, sometimes surrounded with a white circle. The star was painted on each side of the vehicle and on the hood; walkers carried them on their torso. Many crews deliberately painted these out, however, as they found the stars made excellent aiming points for enemy gunners! (This was especially true of the Sherman tank series, which bore the star directly over its ammunition bins.)

Camouflages were used in the field, but they were almost always an individual commander's inititative. Troops applied white paint over their entire vehicles in the winter month; crew deployed in North Africa used brown, tan and even Desert Yellow paint captured from the Germans to break the unified color of their units. Patterns were not standardized; whatever was easiest to paint on, be it spots or short dashes, was used.

It was a common practice for vehicle crews in all theaters to name their machines after wives, sweethearts, hometowns, or whatever struck their fancy. These, along with short slogans, were painted on the side of the turret. Walker pilots often emulated their Army Air Force counterparts, and decorated their machines with colorful art that ranged from Disneyesque cartoons to highly accurate and rather risqué representations of the female form. In terms of identification patches, vehicles bore little more than a serial number stenciled on the side or the leg. Units deployed in Operation Torch received white identification chevrons and lines painted according to a complex system, but this was not widespread.

The U.S. infantryman, or GI (for Government Issue), wore a combat uniform of olive drab. The shirt was a shade lighter than the jacket and trousers. Low boots were worn, usually brown. Aerial troops added an brown aviator leather jacket and gray breathing masks. At the war's beginning, the U.S. military was still using the 'Battle Bowler' style helmet from WW1 copied from the British. Convinced it did not offer adequate protection, a new and distinctive helmet was quickly adopted. It was immediately dubbed the 'Wobble Pot' by the GI's due to its distressing tendency to bounce around alarmingly when its wearer had to run. At first, it too bore the white star, but these quickly disappeared under paint and grime.

BRITISH COMMONWEALTH

During the early fighting in France, most of the vehicles and walkers of the British Expeditionary Force were painted dark green, usually with a pattern of gray or brown swatches. Several sported a bronze green/middle green camouflage pattern. British forces in the Pacific used the same scheme, though with more emphasis on darker green colors. All would remain in use throughout the conflict.

North African and Middle East-based units utilized a variety of desert schemes during the course of the war, the most striking being the 'pattern breaker' scheme employed at the beginning of that conflict. It utilized a base coat of sandy brown over which were painted angular shapes of black, dark brown, gray and sky blue, in an attempt to break up a vehicle's silhouette. Later, a simpler scheme was adopted, using dark brown waves or spots over a light tan color; a common variant, also used by American forces, painted the top half tan and the lower half mid-brown, with a wavy hard separation.

It was common for all the vehicles in a troop to have names using the same first letter of the alphabet (for example, 'H' troop consisted of Hector, Hannibal, Homer, Horace, and Hasrubal). City names were often used instead of people, but motto names like 'Valorous' were seen as well. These were added in small, stenciled letters to the turret or upper torso of the vehicle. Troops, squadrons and companies were also identified with either wide colored bands painted on the side armor, or a small square patch located near the front bumper (or the foot, for walker) — sometimes both.

The British 'Tommie' and his colonial counterparts soldiered throughout the war in the traditional Khaki battledress that had changed little from the First World War. They retained the 'Tin Hat' style helmet from WWI as well. The troops of the 8th Army deployed in North Africa used a lighter version of the uniform, which used a tan color and featured short sleeves and pant legs. Many troopers adopted local dress to protect themselves against the Sun, adding white desert robes and head scarves.

SOVIET RUSSIA

Throughout the war years, the Red Army kept to a basic and straightforward scheme of overall olive drab (which sometimes appeared brown, depending on paint supplies) for all their vehicles and walkers. Camouflage was almost unheard of; when it was used, a simple blotch pattern of dark brown or black was applied over the OD base coat. Some vehicles received a mix of light brown and olive green, and sometimes up to three or even four shades of brown and green were applied, depending on color availability. As soon as the first snows came, the Red Army would immediately cover their vehicles and walkers with a resilient white paint. While a total coverage was desired, there often wasn't enough paint to go around. The resulting green/white patterns varied immensely, going from "wave" and "spots" to a more daring "polka dot" — but all shared a sloppy, uneven appearance.

The Soviets often painted patriotic slogans or famous quotes from Comrade Stalin on the sides of their fighting machines, such as "*the People of Worker's Collective #114 smite the Hitlerite Oppressors!*" The Red Star was not used on all combat vehicles, but walkers, which had much less flat area for slogans, usually sported a Red Star somewhere on the machine. The various superheavies, with their large armor panels, displayed both Red Stars and slogans. Russian vehicles carried little else in the way of identification numbers and letters, all of it written using Cyrillic characters.

The Russian combat soldier was uniformed in a similar no nonsense fashion. Olive drab was again the color selected by the Soviet military. Luckier troops were issued sturdy winter coats in brown, gray or green colors (depending on the fabric the factory had managed to get their hands on). Red Guard units were issued bright red uniforms and armor, which were soon toned down to a more muted (and less conspicuous) dark red. All troops were issued white coveralls and caps during the winter months.

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